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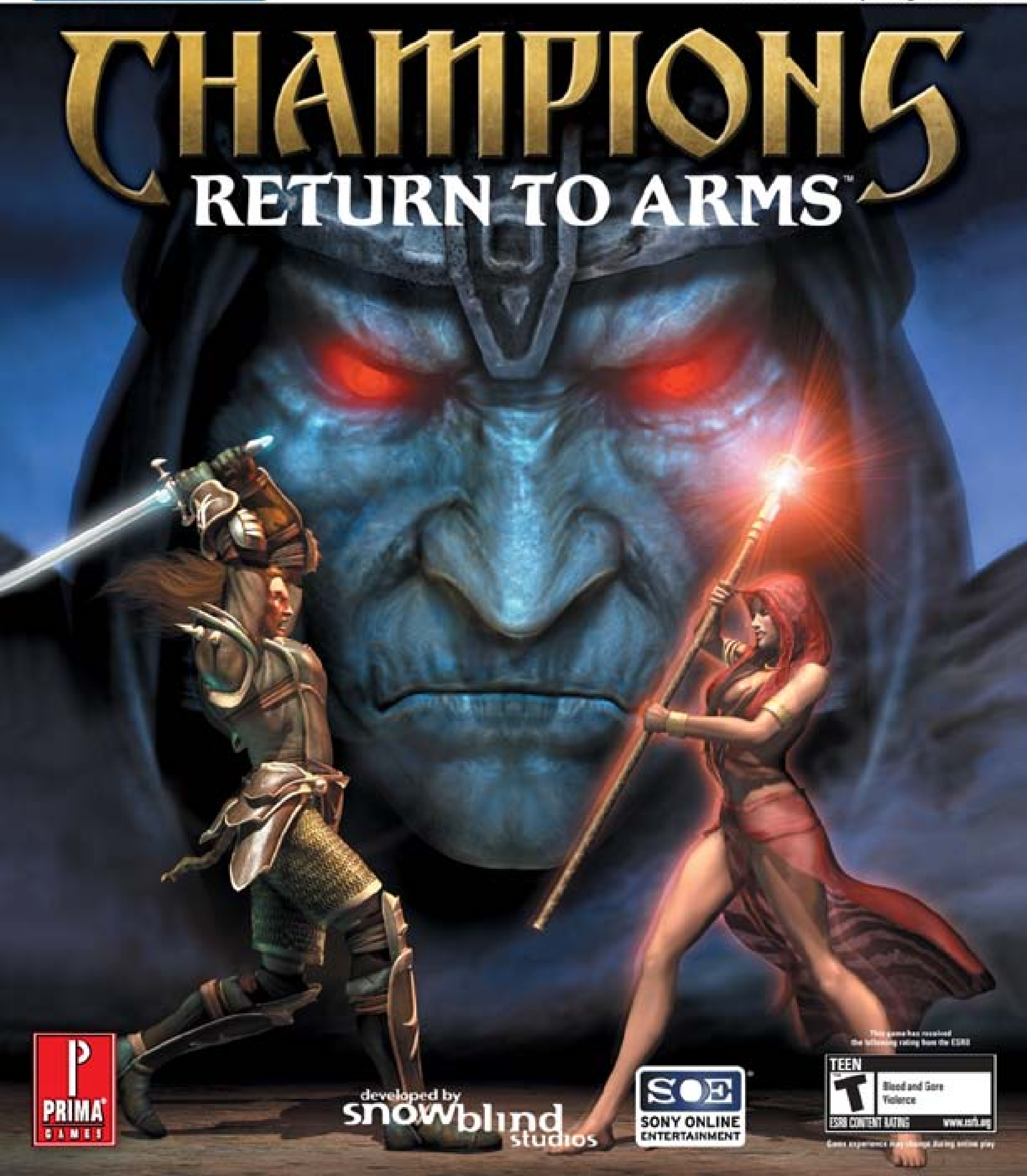
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Champions: Return to Arms

PRIMA OFFICIAL GAME GUIDE

Tri Pham

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INTRODUCTION

You have been summoned by Firiona Vie to help stop a second assault on the Planes of Power. The Shards of Hate have been scattered across the planes. Players who choose to side with good will collect the shards so they do not fall into the wrong hands. Evil characters will collect the shards to resurrect Innoruuk, the Prince of Hate.

No matter which path you choose, let this book be your guide. Its invaluable information will help you overcome your adversaries and complete your quest. You'll find tips on building your character, tactics for defeating every enemy, maps for every level, and detailed information to complete all of the medal rounds, bonus levels, and optional quests.

The fate of Norrath is in your hands. To deliver it from or unto evil is your choice, so choose wisely.



Hubs and Attributes

Hubs

There are two hubs: the Plane of Tranquility and the Plane of Fear. Depending on your faction, good or bad, your character will always return to the same hub at the beginning and end of each level. To receive their next task in the storyline, fighters for good will speak with Firiona Vie in the Plane of Tranquility, and evildoers will speak with Natasla in the Plane of Fear.

> **NOTE**
>
> **Until you have finished the Plane of War, no matter which faction you've chosen, you will return to the Plane of Tranquility when going to a hub via Gate Scroll or Portal.**



Those who choose the path of good will interact with Firiona Vie in the Plane of Tranquility.



Those who choose the path of evil will interact with Natasla in the Plane of Fear.

These two characters also act as your shopkeepers throughout your journey. Anytime you use a Gate Scroll, you are warped to your respective hub to buy or sell items to your "shopkeeper." A Portal resides in each hub for quick travel, along with a save totem.

As mentioned in the Gate Scroll section later in this chapter, it's a good idea to pick up all items you come across and sell them back to the shopkeeper for gold. Keeping a hefty reserve of cash means you'll be able to afford the pricy, high-level equipment that the shops sell later in the game.

Attributes

Each character has four different attributes that impact mental and physical effectiveness. You begin with 20 points to distribute between the four attributes. Customize the character you choose to accurately reflect the stats needed in the adventure. For example, the Barbarian needs a lot of points in strength to help during melee combat and points into stamina to aid in faster health regeneration. Check the "Classes" chapter for more detailed information about which attributes most benefit each character class.

> **NOTE**
>
> **All characters have different starting attributes. As a rule, the two highest starting attributes are the most beneficial to the character.**

As you progress through Norrath, you gain experience for killing enemies, filling your experience meter. When it's full, you advance to the next skill level and are awarded points to add to your attributes. Continue to invest them where you think they will be most useful to your character. Don't neglect any one stat for too long, however, as all of them afford you some benefit.

Also, throughout the game you will find many weapons, armor, and items that will increase your attributes while equipped. These additional points, however, are not permanent and will disappear once that item is removed. Animal runes are an exception; their benefits remain as long as the item is in a character's inventory.

Stat Details

Strength

Strength affects how much damage your character delivers with a physical blow during melee combat and how much weight he or she can carry.

Increasing this attribute helps those Champions who do a lot of melee fighting because it affects how hard they hit and how much damage they do. Melee characters such as the Barbarian, Berserker, and Shadow Knight want to do as much damage as quickly as possible to their enemies to avoid absorbing much damage themselves. Increasing this stat also increases the amount of weight a character can carry. Melee fighters need the best armor possible since they are constantly in the thick of battle, taking hits, so the additional weight load allows them to wear heavier armor.

Intelligence

This attribute helps determine the amount of mana your character has available for activating special abilities and the rate at which he or she regenerates spent mana.

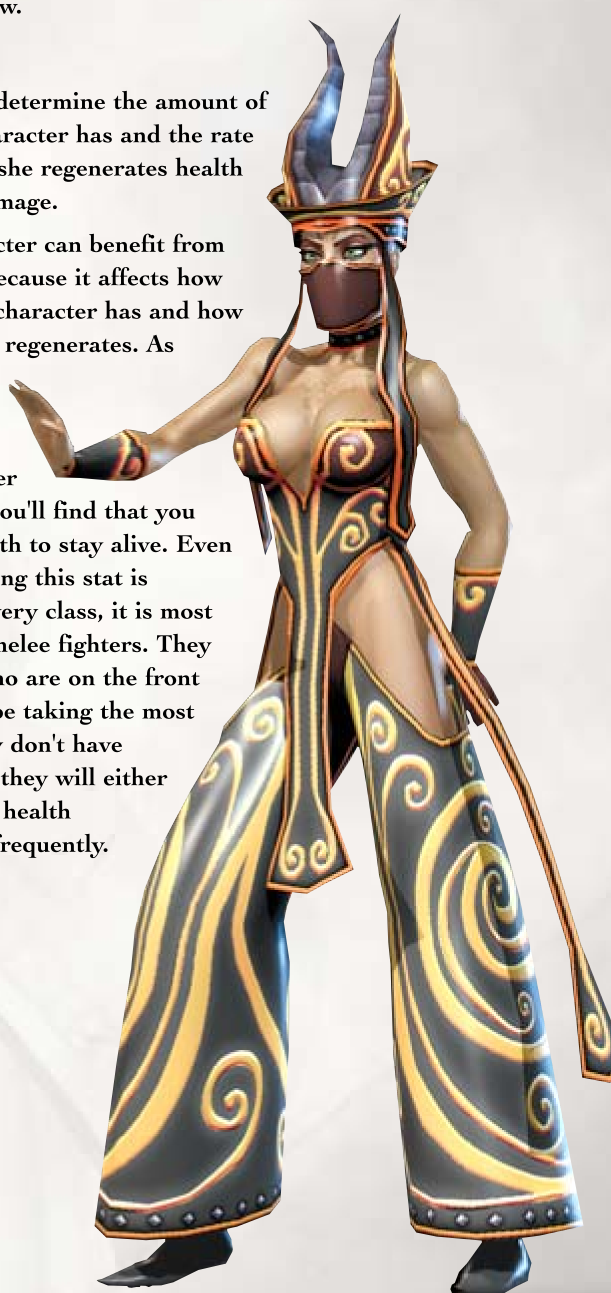
Increasing this attribute is especially important for spell casters, because it not only increases the amount of mana available but also increases the mana regeneration rate. This means that a caster may cast more spells and won't have to wait as long to regenerate more mana to keep up the attack. Even if a character is not a Spell Caster, he or she will have a special ability requiring the use of mana. It is important to increase this attribute for all Champions depending on how much you intend to use their special abilities.

Dexterity

Dexterity affects your character's accuracy during combat with melee and ranged weapons, as well as damage your character causes with a ranged weapon.

This attribute is especially important to those characters who rely on ranged weapons to cause a majority of their damage. Increasing this stat increases the accuracy and damage that ranged weapons inflict. It is vitally important to drop incoming enemies as quickly as possible before they get close enough to hurt you. Increasing the dexterity attribute also augments the accuracy of melee weapons, so those Champions should add points into this area as well. You want to have a lot of power in hand-to-hand combat, but all that power is lost if you fail to connect the blow.

Stamina



Stamina helps determine the amount of health your character has and the rate at which he or she regenerates health after taking damage.

Every character can benefit from this attribute because it affects how much health a character has and how fast that health regenerates. As enemies hit harder and your journey takes you deeper into Norrath, you'll find that you need more health to stay alive. Even though increasing this stat is important to every class, it is most important for melee fighters. They are the ones who are on the front lines who will be taking the most damage. If they don't have enough health, they will either expend a lot of health potions or die frequently.

CLASSES

This game offers seven playable classes. Each has its own unique skills and abilities that separate it from the other classes. For example, the Wizard is primarily a ranged fighter who utilizes spells to deal the majority of damage from a distance. On the other hand, a Barbarian uses melee skills to engage in close combat, specializing in weapons and armor to excel. Whatever your favorite playing style is, there is certainly a character that best suits you.

For returning players, some of the following pages will be a refresher course because all five of the original characters have returned virtually unchanged. The Barbarian, Cleric, Ranger, Shadow Knight, and Wizard are all back for another adventure. In addition to the original cast, two new Champions have emerged: the Iksar Shaman and the Vah Shir Berserker.

Each class is fully detailed in the following pages. For those who have played the original Champions of Norrath, many of the character strategies remain true. New players should peruse the multitude of information on each class, including strengths and weaknesses, character analysis, tips for soloing and playing in groups, and information for each of the available spells.

Iksar Shaman

These primitive priests summon spirits to aid in their struggle.



Beginning Stats	
Strength	26
Intelligence	37
Dexterity	24
Stamina	28

Advantages

- The Iksar Shaman is skilled in both melee combat and spell casting, with the ability to increase the regeneration rate of both mana and health.
- He's a master of crippling enemies and causing death over time through a slew of spells such as Poison Bolt, Drowsy, Poison Weapons, and Root.
- The Shaman is the only class who can summon a pet to fight on his behalf.
- A group-friendly class, the Shaman has spells that extend to nearby teammates. This includes the ability to heal himself and others with the Healing spell, and the poisoning of weapons with Poison Weapons.

Disadvantages

- The Shaman is a hybrid between melee attacker and spell caster, and proficient in both. Finding the balance between fighting styles is crucial to the Shaman's survival.
- The Shaman can quickly find himself out of mana due to the wide variety of spells used to cripple enemies before initiating close combat.
- With the exception of a few class-defining spells (Giant Growth and Summon Badger), the Shaman is more of a support character in group play than a proficient single-player character, because he's unable to do a great deal of damage quickly in sticky situations.

Character Analysis

Able to immobilize, poison, and destroy, the Iksar Shaman has little trouble defeating whatever foe chooses to cross his path. A Shaman can cast spells that cripple an enemy, draining its life as it nears, and then use his close-combat skills to defeat it. In addition to such spells, the Iksar Shaman can summon a pet to aid in his efforts, and at later levels, one trick up his sleeves allows him to nearly double in size, causing twice as much damage.

The Shaman can wield both blunt and slashing weapons and wear full armor, making him worthy of close combat. You can also put points toward his Bind Wound skill to increase his health regeneration rate.

While more than capable of fighting up close, the Shaman's strengths lie in his ability to cast spells that cripple and immobilize. His initial spell, Poison Dart, is a prime example of this strength; when cast, it connects for poison damage, leaving behind a poison cloud that can spread to nearby enemies. This ultimately affects a group of enemies in one move. This is the nature of the Shaman: cripple then attack. Other moves, such as the Drowsy and Root spells, slow or completely immobilize an enemy, leaving the Shaman time to cast other spells or engage in close combat more efficiently.

As mentioned before, the Shaman is a hybrid character, borrowing aspects that have traditionally been unique to the Cleric. The ability to both protect and heal himself sets the Iksar Shaman into a class of his own. The Spirit Shield envelopes the shaman, adding protection from enemy attack.

Spells such as Tagar's Insects, Pus Storm, and Planar Wind cause a great deal of damage to multiple enemies at a time. The first, Tagar's Insects, attacks an enemy then quickly swarms to another, leaving a wake of damage. Pus Storm and Planar Wind both create a storm of damage that stems from the Shaman's feet and can spread across his field of vision, causing great destruction.

Finding the balance between melee and spells can be the biggest challenge when playing the Iksar Shaman, but it's worth your time to practice using him until you are comfortable. Bring your Shaman into group play for even more benefits to this hybrid class of spell casting, group aid, and good ol' close-combat melee.

Know Your Role

Solo

- To be proficient in multiple skills, the Iksar Shaman should invest attribute points into intelligence to increase his mana for spell casting, and in strength and stamina to take and deal damage during close combat. Keep these up as evenly as possible.
- When attacking enemies, begin with a ranged strike like Poison Bolt or a crippling spell like Drowsy. This initiates the battle by crippling and slowing an enemy before engaging in close combat. The more damage you can do before an adversary is close, the better.
- Don't waste all your mana when faced with only one enemy. Use a ranged attack, then take the fight up close. Reserve your mana pool for times when you are outnumbered, because many of the Shaman's spells affect more than one foe at a time. This better utilizes mana and plays to the Shaman's strengths.

- When available, the Summon Badger spell gives the Iksar a pet to aid him. This is one of the best spells for a soloing Shaman; it allows enemies to agro to your pet while giving the Shaman a chance to attack from afar and out of harm's way. The higher the level of your badger, the more effective it is as it won't die as quickly and starts to cause considerable damage on its own.
- If the Shaman finds himself overwhelmed by multiple enemies, there is no shame in retreating for a breather. Use a spell such as Drowsy to slow enemies for safe retreat, then return to the fight with spells like Pus Storm or Planar Wind, which cause damage to multiple enemies at a time. It will then be easier to fight the remaining injured enemies.
- As your Shaman levels up, you can cast more spells, because the Shaman cannot rely on melee alone. However, with these higher spells comes a higher mana cost. Keep a supply of mana potions in your inventory and, to ensure you always have mana available, also invest in Concentration once available.

Group

- If there is a Barbarian or Berserker in your group, let melee combat be their main role and simply lend support from a distance.
- Use spells such as Drowsy to slow all the enemies, making things easier for the melee fighters. Tagar's Insects, Pus Storm, and Planar Wind are useful when playing the support role. However, be careful not to waste your mana if the melee players can handle the enemy alone.
- Poison Weapons can greatly help a group; it adds poison damage to the weapons of nearby teammates. This additional damage is slightly less for the teammates than for the Shaman, so jump in the close combat during the spell. Use this spell often.
- Place points into the Healing spell whether or not you have a Cleric in your group. The higher the Healing, the larger the radius of the spell Limit your mana spending to ensure that you can always heal at a moment's notice. Jump into the melee fighting, using mana only to cast Poison Weapons and Healing. A healthy group is a happy group.
- When the Giant Growth it is fully vested, the Shaman doubles in size and strength to dish out punishing blows. The spell is costly to mana and only lasts a short time, but is useful when the time is right. Reserve it for when you are outnumbered, or for a boss.

Skill Tree



The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screen (SELECT).

Skill Recommendations

Being able to melee fight proficiently means the Shaman can equip almost all weapon types and have both blunt and slashing weapons available from the start. Placing multiple points in both, however, wastes skill points, because the Shaman can only carry one weapon type at a time. It is necessary, though, to place at least one point in each to access all the spells within the skill tree. Then choose a weapon type that you would like to stick with early on and level up only that weapon type. This leaves more points for allocation into your other, more useful spells.

Poison Bolt causes slight damage early on, but later becomes a powerful ally. This projectile leaves a poisonous cloud that spreads to other enemies should they walk through it. It leaves the enemy poisoned, slowly draining life throughout the spell's duration. This spell is ideal for casting into a group and retreating briefly to lure all enemies through the poisonous cloud; then engage in combat with the already-crippled enemies. Leveling this increases the cloud size and ups the lingering poison damage.

Poison Weapons imbues not only the Shaman's weapon, but the weapons of teammates standing within the aura radius at the time of casting. It's ideal for initiating melee combat and using with the ranged Poison Bolt. It constantly drains enemies' lives as they take direct damage from your weapon of choice. Place points into this move for additional poison damage and for group play.

Tagar's Insects is available at level 8. It emits a small swarm of flying bugs that damage on contact. Place just a few extra points into this move and the insects will quickly attack multiple enemies. Follow the move with melee attacks or with a poisoning sting from Poison Bolt.

Pus Storm and Planar Wind are higher-level spells and cause the most damage of the ranged attacks. Pus Storm becomes available at level 19 and causes a rain of pus to fall, dealing damage to everything it comes in contact with. Though this spell has promise, it is better to hold on to the skill points and wait five more levels for Planar Wind, a much stronger spell that also causes damage over a wide area of the screen. When cast, Planar Wind sends a giant gust of wind flying from the caster, damaging everything it passes with mighty force. At later levels it also produces an additional fire damage.

Bind Wound, Spirit Shield, and Healing all aid in the protection and longevity of the Shaman. Bind Wound, as with other melee characters, becomes vitally important as it increases the rate of health regeneration, though it's not available until later in the Shaman's life. Spirit Shield protects the Iksar for the duration of the spell from damage taken from enemies. If you are constantly in the heat of battle, this shield may keep you in the battle longer. However, if you spend multiple points in Healing, it may be easier to continually heal yourself than to waste mana on a short-lived shield that provides only a chance of protection. In group play, Healing is a staple and you should level it up as much as possible.

Summon Badger summons a pet to help fight on your behalf, and Giant Growth increases the size, strength, and speed of the Iksar for a limited time. When a badger is called upon to fight, it often takes the agro of at least one enemy, leaving the Shaman time and space to work from a distance. For soloing, be sure to use this pet often; it not only helps you in combat, it also lets you know where enemies are because it will seek them out as they draw near. Giant Growth, on the other hand, is costly and limited, but it cannot be overlooked. During boss battles and messy situations, nearly doubling your size (fully leveled) can easily turn the tide of battle.

The Shaman can cast Drowsy and Root, both of which slow down a foe's movement. The latter completely immobilizes an enemy. Root is not available until late in a Shaman's career, but Drowsy is available pretty early and can be leveled to hit multiple enemies for long periods of time. This affords the Shaman time to retreat, go in for the kill, or cast more damaging spells as enemies crawl toward him. Investing in Root is a Shaman's choice, but passing up the investment in Drowsy is foolish.

With all these spells, the Shaman may find that a mana supply is hard to maintain. Pick and choose the use of your spells carefully. To make things easier for the journey, invest in Concentration early and often. This increases the rate at which spent mana regenerates. The faster you regain your mana, the more you can cast the powerful mana-consuming spells. This also saves on the amount of mana potions stockpiled in your inventory.

Blunt Weapons

Prerequisite: None

Details: This skill increases damage when blunt weapons are used.

This is your skill at using blunt weapons, such as hammers and maces. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Poison Bolt

Prerequisite: Blunt Weapons

Details: Shoots a bolt of poison at the enemy, poisoning them. Also creates a small cloud of poison gas.

Poison Bolt is a direct-damage spell that also poisons an enemy, dealing damage over a short period of time. At higher levels the poison cloud left behind enlarges, affecting all other nearby enemies. The damage dealt, the radius of the cloud, and the duration of the resulting poison cloud increase with skill. To execute this move, you must assign it to a spells and abilities button (▲,●) or cast from the spell book (D-pad). This ability requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Poison Damage	21–31	25–37	29–43	33–49	37–55	41–61	45–67	49–73	53–79	57–85	61–91	65–97	69–103	73–109	77–115	81–121	85–127	89–133	93–139	97–145
Cloud Radius (Ft.)	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Cloud Duration (Secs.)	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7

Tagar's Insects

Prerequisite: Poison Bolt

Details: A swarm of insects overcomes enemies, distracting and injuring them.

This spell sends out a small swarm of insects that damages an enemy as it comes in contact. These slightly homing insects spread to other nearby enemies as more points are put into this skill. In addition, the duration of the insects will increase with skill level. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Enemies Affected	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Insects	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9
Damage per Second	16–24	18–26	19–29	21–31	22–34	24–36	26–38	27–41	29–43	30–46	32–48	34–50	35–53	37–55	38–58	40–60	42–62	43–65	45–67	46–70

Poison Weapons

Prerequisite: Tagar's Insects

Details: Gives a poison effect to your weapons. Higher levels increase damage, duration, aura size, and aura effect.

Poison Weapons adds poison damage to your current weapon, providing an additional poison damage to each blow. At later levels, casting Poison Weapons emits an aura which will extend the effect to nearby teammates. However, the damage increase to teammates is slightly lower, but will rise as skill increases. Poison damage, duration, and aura size will also increase with skill. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
Poison Damage	40–48	46–55	52–62	58–70	64–77	70–84	76–91	82–98	88–106	94–113	100–120	106–127	112–134	118–142	124–149	130–156	136–163	142–170	148–178	154–185
Duration in Seconds	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53
Aura Range	—	—	—	—	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7
Damage to Teammates' Weapons	—	—	—	—	33–40	35–42	37–44	39–47	41–49	43–52	45–54	47–56	49–59	51–61	53–64	55–66	57–68	59–71	61–73	63–76

Pus Storm

Prerequisite: Poison Weapons

Details: This area-effect spell creates a temporary storm of pus in front of the caster.

Casting Pus Storm initiates a rain of damaging pus droplets to come falling from the sky at the caster's feet and spread outward at higher levels. These high-powered balls of pus cause great damage for a limited duration and radius based on skill level. To execute this move, it must be assigned to a quick ability button and requires mana.

Pus Storm (cont'd)

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
Damage per Second	68–102	72–108	76–114	80–120	84–126	88–132	92–138	96–144	100–150	104–156	108–162	112–168	116–174	120–180	124–186	128–192	132–198	136–204	140–210	144–216
Radius	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6
Duration	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7

Planar Wind

Prerequisite: Pus Storm

Details: Blows a powerful wind against enemies. Higher ranks increase size and speed and add fire damage.

Planar Wind shoots a strong gust of damaging wind across the screen, affecting all enemies in its path. The width and speed of the gust increase with level. At higher levels (10+), there is an increasing chance of additional fire damage. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
Damage	160–240	168–252	176–264	184–276	192–288	200–300	208–312	216–324	224–336	232–348	240–360	248–372	256–384	264–396	272–408	280–420	288–432	296–444	304–456	312–468
Width	3	3	3	4	4	4	5	5	5	6	6	6	6	7	7	7	8	8	8	8
Chance of Fire Dmg.	—	—	—	—	—	—	—	—	—	20	22	24	26	28	30	32	34	36	38	40

Slashing

Prerequisite: None

Details: This skill increases damage when slashing weapons are used.

This is your skill at using slashing weapons, such as swords and axes. Placing skill points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Drowsy

Prerequisite: Slashing

Details: Slows enemies when successful. Higher ranks increase how many are affected, duration, and success percentage.

Casting Drowsy creates a dark cloud over the head of nearby enemies, causing them to become drowsy. While the spell is in effect, an enemy's speed and movement are greatly reduced. The number of enemies affected, duration, and the spell's success rate all increase with level. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Number of Enemies	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12
Duration	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9
Chance of Success	50	52	53	55	56	58	59	61	62	64	65	67	68	70	71	73	74	76	78	79

Healing

Prerequisite: Drowsy

Details: Restores health to the caster as well as teammates within an aura.

Healing sends a beam of light down to the caster, healing him and others within the surrounding aura. The healing percentage to teammates within the aura is less, however. The percentage of heal to the caster and teammates, as well as aura size, increases with skill level. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Percent Healed	30%	34%	37%	41%	44%	48%	51%	55%	58%	62%	65%	69%	72%	76%	79%	83%	86%	90%	93%	97%
Aura Range	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Percent Healed to Teammates	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%	60%	64%	68%	72%	76%	80%	84%	88%	92%	96%

Spirit Shield

Prerequisite: Healing

Details: Spirits protect you when you are hit by briefly changing your state. Higher ranks increase duration and chance of protection.

A bright purple shield surrounds your body when Spirit Shield is cast. This shield has a chance of making the caster dissipate briefly to avoid a blow for a limited duration. The chance of protection and the duration of the shield increase with skill. To execute this move, it must be assigned to a quick ability button and requires mana.

Spirit Shield (cont'd)

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
Chance of Avoiding Damage	10%	12%	14%	16%	18%	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%
Duration	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29

Giant Growth

Prerequisite: Spirit Shield

Details: Enhances the player's overall size, speed, and damage.

Giant Growth literally increases the size of the caster by a percentage that rises with skill. Along with a size increase, the speed and damage output are increased. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Percent Increase	50%	53%	55%	58%	60%	63%	65%	68%	70%	73%	75%	78%	80%	83%	85%	88%	90%	93%	95%	98%

Root

Prerequisite: Giant Growth

Details: Halts enemies where they stand when successful. Higher ranks increase how many are affected, duration, and success percentage.

Root ensnares an enemy, immobilizing him in place for a limited amount of time. The success rate and number of enemies ensnared increase with skill. The duration of the root will also increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration	5	5	6	6	6	7	7	7	8	8	8	8	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	57%	59%	61%	63%	65%	68%	70%	72%	74%	76%	79%	81%	83%	85%	87%	90%	92%

Concentration

Prerequisite: Blunt Weapons or Slashing

Details: This skill increases your mana regeneration rate.

Concentration increases the rate at which your spent mana regenerates. The higher the skill level, the faster the regeneration rate. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Regeneration Rate	135%	150%	165%	180%	195%	210%	225%	240%	255%	270%	285%	300%	315%	330%	345%	360%	375%	390%	405%	420%

Endurance

Prerequisite: Concentration

Details: This skill increases your carrying capacity.

Placing skill points into Endurance increases the amount in pounds that a character can carry before reaching his or her carrying limit. As your skill rank in Endurance increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	9	10	11	12	13	14	15	16	17	18	19	20	22	23	24	25	26	27	28	29
Carrying Increase (lb.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Summon Badger

Prerequisite: Tagar's Insects or Healing

Details: Summons a badger from thin air to fight alongside the caster.

Create a badger to fight at your side with Summon Badger. This animal will seek out nearby enemies and engage in combat as you travel throughout a level. However, a badger will not follow you through map changes. As you place skill points into this spell, the level of badger summoned will increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Badger Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Bind Wound

Prerequisite: Summon Badger

Details: This skill increases your health regeneration rate.

Placing skill points into Bind Wound increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Vah Shir Berserker

Focused more on dealing damage than avoiding it, the Berserker is a powerful but reckless combatant.



Beginning Stats	
Strength	32
Intelligence	22
Dexterity	31
Stamina	30

Advantages

- The Berserker excels in close combat, with most spells catering to melee. He also can strike with damaging ranged attacks with thrown weaponry.
- Able to summon axes to his inventory, this master of thrown weaponry is never without them.
- Unlike the Barbarian's, the Berserker's mana regenerates at idle, so the Berserker can take advantage of mana-producing items.
- The Berserker's damage-boosting spells extend to teammates, making the Berserker a valuable addition in group play.

Disadvantages

- Because of his willingness to jump into the midst of any battle, the Berserker is susceptible to taking a lot of damage, often getting in over his head.
- Although thrown weapons are in his repertoire, the Berserker lacks any other ranged spell, relying on melee to do most of his damage.
- All attributes are needed for the Berserker to be successful, making it difficult to excel in any one area.

Character Analysis

The Berserker has an uncanny skill with throwing weapons, but don't confuse this mighty Vah Shir with a ranged combatant. Rivaling the Barbarian in size, strength, and melee combat, the Berserker is most comfortable rushing into the heart of battle, where he can deal great amounts of damage quickly. The biggest separation between the two melee specialists is the Berserker's ability to conjure thrown weapons, along with the skill to hurl them with strength and precision.

As he heads into battle, the Berserker tosses axes from a distance. Once the enemy draws near, the battle shifts into melee combat. Able to wield, and dual wield, all weapon types, he can easily engage in close combat at a moment's notice. Dual Wield ability, however, comes in later levels. Until then, a weapon and shield do just fine, as many special abilities aid in close combat. Abilities like Roar, which causes damage in a circle surrounding the Berserker, and Blood Lust, a damage-increasing ability, will become staples of an offensive attack. When the going gets tough, Berserker Rage will further improve close-combat abilities with increased attack speed and damage when health drops below 50 percent.

Learning to fight with the Berserker is simple; start with a ranged attack then move in for the kill. The Achilles' heel of the Vah Shir, however, is that during all of this quick combat, it's easy to get in over your head, especially when using Blood Lust. To help prevent this, invest in abilities like Roar, which creates damage around the Berserker, providing a break in the action for time to follow with another attack or to flee. Also, Berserker Rage acts as a safety net and does not require the use of mana. When Bind Wound is available, invest in it to increase the regeneration rate of the Berserker's health.

The Berserker's proficiency in thrown weaponry only adds to an already dangerous offense that is riddled with melee-boosting special abilities. Succeeding with the Vah Shir Berserker is easy; keeping his weapons clean of the remains of all who mistakenly cross his path is a bit trickier.

Know Your Role

Solo

- Due to most of his damage coming from close combat, the Berserker should invest many attribute points into strength for powerful blows to end the fight quickly. Dexterity for his thrown weapons, stamina for health, and intelligence to use his melee-boosting abilities are all important to the Berserker's success. Don't neglect any of these attributes for too long.
- Try combining Blood Lust and Berserker Rage. This bittersweet combination is sure to leave a wake of dead bodies whenever the Berserker becomes overwhelmed. While it sounds dangerous to take a 40 percent drop in armor with Blood Lust, the benefits to damage output are too great to pass up. With Berserker Rage as your safety net, it is almost worth delaying healing until you have only a quarter of health remaining. Dangerous, yes, but the bonus to your attack from the combined spells during this time is sure to clear out any of the surrounding trouble faster than it can harm you. But don't go jumping from an airplane without a backup chute; keep a healthy supply of health potions.
- When more foes have surrounded you than you can realistically take on, flee the scene and reapproach the encounter with throwing axes until forced to reenter melee combat. Even if Berserker Rage is active, it may be better to utilize the boost to clear an escape path than to force the issue with the odds stacked against you. There is always another day if you play smart and know when to recognize a sketchy situation.
- Remember that the Berserker has throwing axes. Getting caught up in simple hacking and slashing is easy, but throwing axes, when leveled, becomes a powerful attack, with their fast attack rate. Mix that with the additional fire and cold damage from Fire Axe and Cold Axe, and many encounters end without the need for further melee confrontation. Use all of the Berserker's talents to the fullest to get the most out of your powerful combatant.

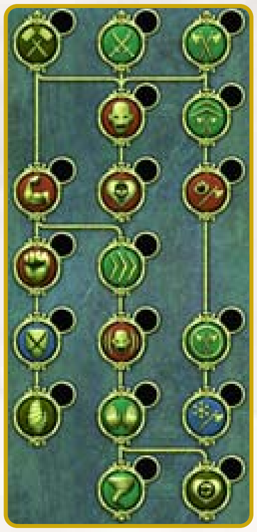
- To use the Summon Axe, Fire Axe, and Cold Axe special abilities, and damage abilities like Battle Cry, Roar, Critical Hit, and Blood Lust, the Berserker depends on his mana pool. Though mana regenerates at idle, keep a watchful eye out for mana-increasing items and armor. Place points into intelligence from time to time to keep up your mana supply and the rate that it regenerates.

Group

- Like the Barbarian, the Berserker is called upon to do the majority of the melee combat in group situations. In this role, be quick to take pressure off of the weaker ranged characters.
- Though unavailable until level 25, Battle Cry can greatly benefit a group because its attack increases extend to the group. This move takes a lot of mana, but it can easily turn the tide in a large battle or against bosses. Critical Hit also extends to teammates and may be called for when more than one character can engage in close combat.
- Look for support from the group as you do most of the close combat. Namely, the Cleric and Shaman, who are both capable of healing you as needed, should be keeping an eye on you. The group should also watch for items and armor drops that will most benefit the Berserker, items he might overlook while fighting.
- As the tank of the group, keep a watchful eye on other players who may need assistance. Characters like the Shaman and Ranger can hold their own in combat; Wizards cannot and will look for help the moment they're in danger. Drop what you're doing and run to their side to free them up to concentrate on their ranged attacks. Help your teammates play to their strengths to the best of your own abilities.

Skill Tree

The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screens (SELECT).



Skill Recommendations

Being primarily a tanker, the Berserker can wield all weapon types and begins his journey with blunt or slashing weapons. Feel free to level up either of these fighting styles or both, as the Berserker will be given the opportunity to Dual Wield at level 17. Though he can use both weapon types, it may be more beneficial to pick one weapon style to level up for a higher effectiveness in one style than to split your skill points in two.

Roar, available at level 3, creates a ring of damage that emits from the Berserker. Ideal for when surrounded by foes, this move provides a way of doing damage to all angles, creating a little breathing room to perform a follow-up attack or to retreat. The other damaging move that does not require a throwing axe is Cyclone. A move borrowed from the spell list of the Barbarian, Cyclone causes the Berserker to spin, damaging all in contact. Not available until level 20, the Cyclone is not as valuable as continuing to place skill points into other of the Berserker's more useful, damage-increasing spells.

Tailored to his mighty melee skill, Critical Hit and Blood Lust both increase the damage output from the Vah Shir's weapon in hand. Critical Hit offers a chance to score a critical blow, causing a significantly higher damage on a single hit. This extends to other players in group play. While this is worth leveling to get the aura effect, spend your points on Blood Lust. Although it decreases armor by 40 percent, Blood Lust grants a high damage increase while active. This move is what makes the Berserker a careless fighter, throwing caution to the wind. However, the increase to damage output is so great, it is almost more foolish not to use it. Carry multiple health potions at all times for safety's sake.

Battle Cry is another of the Berserker's melee-boosting spells, but it comes at a high mana cost and is not available until level 25. It increases attack rate and gives a chance of stun. However, Berserker Rage and Blood Lust give similar abilities at half the cost; use your skill points elsewhere. And by the time you actually have this spell available, you will most likely be very efficient at killing with the spells already available. This move does, however, extend to teammates in group play, where it could have greater combat benefits by increasing all members' attack rates.

A unique spell ensures that the Berserker can fight his way out of the most dangerous situations. Berserker Rage increases the attack rate and damage when the health of the Berserker falls below 50 percent. Place at least one point into this move, for it does not cost mana and is always in effect. This is essentially the Berserker's safety net. Should things get too crazy and overwhelming, the rage takes over, giving the Berserker the means to either escape the situation or take out the trouble that has surrounded him.

The Berserker excels in thrown weapons and has a handful of spells to support his skill. Summon Axe creates a supply of throwing axes in his inventory. Placing further points into this ability gives stronger and faster-thrown axes. Use these instead of found axes as they quickly become very powerful and are almost limitless. In conjunction with leveling the Throwing ability, level up Summon Axe to best utilize the thrown weapon mastery of the Berserker.

To lighten the load of all these new axes in your inventory, the Berserker can spend points in Endurance to raise his carrying capacity, although placing attribute points in strength and acquiring strength-boosting items are better ideas. Axe Bandolier, on the other hand, is a great way to reduce the total weight of all axes in your inventory. This special skill goes hand in hand with Summon Axe—as you summon more axes to your inventory, Axe Bandolier makes them lighter so that you can carry them all.

Fire Axe and Cold Axe round out the spells that increase the Throwing ability. These add fire or cold damage to an axe from your inventory as thrown. This costs mana, however, and you must have an axe in your inventory. While these both can add significant damage to your thrown weapons, it may be hard to level up these moves, Summon Axe, and your Throwing ability, not to mention all of your close-combat skills, at the same time. Choose how you would like to play your Berserker. To focus more on your thrown weapons, invest more points into the axes line of your spell tree. To tailor more to melee, invest more into the close-combat boosts. However, trying to do it all spreads yourself too thin.

Not all of the Berserker's spells are offensive. To help him on the battlefield, Dodge becomes available at level 12; it helps the Berserker avoid pesky arrows from enemy archers. Bind Wound, which increases the health regeneration rate, and Riposte also become available as you level higher. The Berserker's Riposte ability becomes available earlier than that of the Barbarian but does not do as much return damage. Regardless, this move offers a chance of return damage when hit. As many blows as the Berserker is bound to take, returning the damage can never be a bad thing.

Blunt Weapons

Prerequisite: None

Details: This skill increases damage when blunt weapons are used.

This is your skill at using blunt weapons, such as hammers and maces. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Endurance

Prerequisite: Blunt Weapons

Details: This skill increases your carrying capacity.

Placing skill points into Endurance increases the amount in pounds that a character can carry before reaching his or her carrying limit. As your skill rank in Endurance increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Carrying Increase (lb.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Critical Hit

Prerequisite: Endurance

Details: Improves your chances of registering a critical hit during an attack. Higher ranks provide similar skills to teammates in aura range.

The Critical Hit ability increases the chances of scoring a critical hit during battle, delivering greater damage to an enemy. This ability emanates around the character at higher levels, allowing other players within the aura to also receive the Critical Hit bonus. Duration, aura radius, and the chance of scoring a critical hit all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	30
Chance of Critical Hit	10%	12%	14%	16%	18%	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%
Duration of Spell in Seconds	8	8	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	12	13	13
Aura Radius in Feet	—	—	—	—	6	7	8	8	9	10	11	11	12	13	14	14	15	16	17	17

Riposte

Prerequisite: Critical Hit

Details: A creature striking the player has a chance of being hit back. Riposte grants a player a 10 percent chance of redirecting damage against him or her back at the enemy. The amount of damage returned rises with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
Amount of Damage Returned	14–17	18–22	22–26	26–31	30–36	34–41	38–46	42–50	46–55	50–60	54–65	58–70	62–74	66–79	70–84	74–89	78–94	82–98	86–103	90–108

Bind Wound

Prerequisite: Riposte

Details: This skill increases your health regeneration rate.

The Bind Wound ability increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Dodge

Prerequisite: Endurance

Details: This skill improves your ability to evade ranged attacks.

Dodge improves your ability to avoid ranged attacks such as arrows. The chance of dodging a ranged attack rises 3 percent with each additional skill point. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Percent Chance of Miss	20%	23%	26%	29%	32%	35%	38%	41%	44%	47%	50%	53%	56%	59%	62%	65%	68%	71%	74%	77%

Berserker Rage

Prerequisite: Dodge

Details: Passive ability that increases melee attack speed and damage when your health drops below 50 percent. Rage begins when you start swinging.

Once acquired, Berserker Rage provides support to the Berserker when in danger. When the health bar gets below 50 percent, activate the ability by beginning a melee attack and the Berserker will glow red with rage as his attack rate and damage increase until health is restored. Additional attack speed and damage increase with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Attack Speed Increase	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%	40%	43%	46%	49%	52%	55%	58%	61%	64%	67%
Damage Increase	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%

Dual Wield

Prerequisite: Berserker Rage

Details: This skill will allow you to wield a weapon in each hand.

The Dual Wield ability allows a player to carry two one-handed weapons simultaneously and attack with both. The damage caused by each weapon will increase with skill rank. Shields and two-handed weapons cannot be used while dual wielding. This ability does not cost mana and is in effect while two weapons are equipped.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
Amount of Damage/Weapon	102%	105%	107%	110%	112%	115%	117%	120%	122%	125%	127%	130%	132%	135%	137%	140%	142%	145%	147%	150%

Cyclone

Prerequisite: Dual Wield

Details: Spinning attack damages multiple enemies. Higher ranks boost damage, allow multiple revolutions, and give better control.

The Cyclone is a spinning attack that damages all enemies that come in contact. The number of revolutions during the attack and the damage dealt increase with skill rank. The ability to control, or steer, the maneuver also increases along with a player's skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Percent Normal Damage/Hit	50%	53%	56%	59%	62%	65%	68%	71%	74%	77%	81%	83%	86%	89%	92%	95%	98%	101%	104%	107%
Revolutions	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6
Control	45%	47%	49%	51%	53%	55%	57%	59%	61%	63%	65%	67%	69%	71%	73%	75%	77%	79%	81%	83%

Battle Cry

Prerequisite: Dual Wield

Details: Stuns enemies and boosts attack speed. Higher ranks create an aura that boosts fellow players.

Placing points into Battle Cry gives the Berserker the ability to increase his attack speed as well as giving a chance of stunning enemies during the attack. In addition to the Berserker's boost, when cast, Battle Cry emits an aura that extends the special skill to nearby teammates. Place more skill points into this ability to increase the duration, speed increase, and aura size. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Speed Increase	125%	128%	131%	134%	137%	140%	143%	146%	149%	152%	155%	158%	161%	164%	167%	170%	173%	176%	179%	182%
Duration in Seconds	15	16	16	17	17	18	18	19	19	20	20	21	21	22	22	23	23	24	24	25
Aura	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Slashing

Prerequisite: None

Details: This skill increases damage when slashing weapons are used.

This is your skill at using slashing weapons, such as swords and axes. Placing skill points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Roar

Prerequisite: Blunt Weapons, Slashing, or Throwing

Details: A startling roar that damages nearby opponents.

A mighty roar releases from the Berserker, sending a shockwave of damage around him. The damage affects all enemies within a radius. The radius and damage caused by the roar increase with level of skill. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Damage	32–48	39–59	46–70	54–80	61–91	68–102	75–113	82–124	90–134	97–145	104–156	111–167	118–178	126–188	133–199	140–210	147–221	154–232	162–242	169–253
Damage Radius	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	11	11

Blood Lust

Prerequisite: Roar

Details: When activated, melee damage is increased, but the caster is more vulnerable to attack.

Blood Lust causes additional damage from the Berserker's melee attacks, but at a cost of a 40 percent armor reduction. The additional damage increases with skill rank, but the penalty to the armor remains the same. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Melee Damage Increase	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%
Duration	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29

Throwing

Prerequisite: None

Details: Enhances your ability to damage enemies with thrown weapons.

This is your skill at using thrown weapons, such as the Berserker's axes. Placing skill points into this ability increases the damage dealt by this weaponry. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Summon Axe

Prerequisite: Throwing

Details: Creates a stack of throwing axes in your inventory. Higher levels provide better axes in larger quantities.

Placing points into Summon Axe gives the Berserker the ability to create axes. These axes act as throwing weapons and are placed in your inventory. As you increase your level in this ability, the number of axes and the damage they cause increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Number of Axes	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105
Damage of Axes	22–24	22–24	22–24	22–24	48–54	48–54	48–54	48–54	75–83	75–83	75–83	75–83	102–112	102–112	102–112	102–112	128–142	128–142	128–142	128–142

Fire Axe

Prerequisite: Summon Axe

Details: Imbues a throwing axe with fire. Higher ranks increase fire damage and axe speed.

Fire Axe adds fire damage to a thrown axe from your inventory. This ability requires mana and throwing axes in your inventory to cast. The velocity and damage of the axes increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Additional Fire Damage	50	56	62	68	74	80	86	92	98	104	110	116	122	128	134	140	146	152	158	164
Velocity in Feet per Second	25	26	28	30	31	33	35	36	38	40	41	43	45	46	48	50	51	53	55	56

Axe Bandolier

Prerequisite: Fire Axe

Details: Reduces the weight of throwing axes.

Placing points into Axe Bandolier reduces the total weight of throwing axes in your inventory by a certain percentage. The percentage increases with each point placed into the special ability. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Weight Reduction	20	23	26	29	32	35	38	41	44	47	50	53	56	59	62	65	68	71	74	77

Cold Axe

Prerequisite: Axe Bandolier

Details: Surrounds a throwing axe with cold. Higher ranks increase cold damage and axe speed.

Cold Axe adds cold damage to a thrown axe from your inventory. This ability requires mana and throwing axes in your inventory to cast. The velocity and damage of the axes increase with skill rank.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Additional Fire Damage	150	156	162	168	174	180	186	192	198	204	210	216	222	228	234	240	246	252	258	264
Velocity in Feet per Second	25	26	28	30	31	33	35	36	38	40	41	43	45	46	48	50	51	53	55	56

Barbarian Warrior

Primarily a tank that absorbs and deals damage.

Beginning Stats	
Strength	35
Intelligence	20
Dexterity	25
Stamina	35



Advantages

- Having the highest starting strength, the Barbarian is the strongest character and the most proficient at close-combat fighting.
- The Barbarian doesn't rely on mana to deal damage. High strength and stamina allow the Barbarian to deal and absorb damage, which is ideal for melee combat.
- Powerful moves such as Slam and Charge, along with Dual Wield, increase the Barbarian's combat abilities, making him or her virtually unstoppable, even when dealing with multiple enemies.
- The Barbarian possesses melee-boosting abilities such as Critical Hit and Ancestral Call.
- The Barbarian can wield any weapon type. Finding a suitable weapon is never a problem.

Disadvantages

- Limited to hacking and slashing, the fighter lacks any largely effective magical moves or ranged attacks.
- Mana does not regenerate at idle. Instead, the Barbarian must defeat enemies to regenerate mana or rely on mana potions.
- A bow provides the Barbarian's only ranged attack, so most battles are close combat.

NOTE

The Barbarian is a good character for your first time through the game. Toughness and high carrying capacity make this a very forgiving character to play. If you make a mistake and find yourself surrounded by foes, the Barbarian gives you a very good chance of surviving the encounter.

Character Analysis

The Barbarian is the mightiest in sheer strength and size, outshining even the Berserker. Unrivaled close-combat abilities and unparalleled brute strength lead to mastery of all available weaponry. Add melee-boosting abilities and the Barbarian is this game's true tank, able to plow through the toughest of enemies with brute force. Although limited in magical abilities, the Barbarian possesses a few powerful skills that melts through any opposition. What the Barbarian lacks in magic and ranged attacks is compensated for by melee proficiency.

The Barbarian's role is to hack and slash through anything that moves. This may deter some from playing the Barbarian in favor of a more complex magical character. However, what is more fun than simply standing toe to toe with an enemy until one of you falls? The Barbarian does possess some noteworthy special abilities, like Ground Pound, Charge, and Cyclone, all of which require mana and can be devastating to those on the receiving end. However, the Barbarian is most comfortable on the front lines.

Ranged attacks are few for the Barbarian, who relies on the bow and arrow to attack from a distance. Luckily, these items are plentiful throughout the game, hidden in barrels, chests, and on enemies' corpses. This is also where the Barbarian finds most weapon and armor upgrades, a necessity as the enemies begin inflicting more damage. Check every breakable object. For a Barbarian, armor and weaponry are the staples. Keep your outfitting current and your Barbarian will overcome all opposition with relative ease.

The Barbarian is the meat-and-potatoes of the damage-dealing Champions. If no-frills, nonstop killing action is your forte, then the Barbarian is the vehicle you can ride to save Norrath from the foreign invasion.

Know Your Role

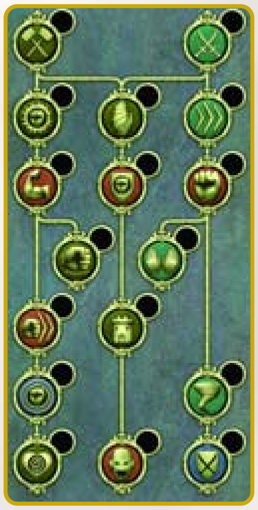
Solo

- Soloing comes easy to the Barbarian. High strength and stamina mean being able to deal and absorb a great deal of damage. Get into the fight and leave no survivors. Remember to keep your enemies in front of you to avoid being overwhelmed and having to retreat.
- Put skill points into weapon modifiers such as Blunt or Slashing, Critical Hit, and Ancestral Call to always keep the Barbarian putting out the most damage possible. Break every object and visit the store often to keep the Barbarian well protected with current armor.
- Often the Barbarian is overwhelmed with foes and has no magic to help out. This is where the few mighty skills come into play. Ground Pound, when executed, has a chance of stunning all nearby enemies (at higher skill rank), giving the Barbarian a few moments to slash through the staggering adversaries before they come to. You can also use Charge, which has an area of effect, to help get you out of sticky situations.
- Put points into the Barbarian's strength and stamina. A higher stamina results in more hit points and faster health regeneration. A higher strength ups the damage dealt by attacks and increases the amount of weight he or she can carry.
- Search every chest, box, and barrel. Items such as health potions, mana potions, and arrows are incredibly important to the vitality of the Barbarian. Being in the middle of battle all the time makes for a good amount of damage taken. Potions revitalize, while the arrows are the only means of ranged attacks.
- Take advantage of the Barbarian's Dual Wield ability. Dual Wield allows the Barbarian to quickly swing two hard-hitting weapons faster than one, killing enemies with abnormal quickness. The damage dealt to a horde of enemies increases as this move is leveled up.

Group

- In groups, the Barbarian is called upon to do most of the close-combat fighting. In the meantime, the group can focus on ranged attacks and magic, an area where the Barbarian is lacking.
- Some of the Barbarian's melee-boosting moves affect the abilities of teammates, too. When playing in a group, put points into such moves as Ancestral Call, which increases melee attack speed and damage, and Critical Hit, which increases the chances of critically wounding an enemy. Both increase the stats of nearby players at higher skill ranks.
- Go to town on everything in sight. This is where the Barbarian is strongest, and it frees the rest of the group to contribute with their respective strengths.
- Since most of the Barbarian's group activities are spent in the trenches, look for help from the group, specifically from the Cleric and Ranger, for heals and other boosts. The group should also keep an eye out for items and armor drops that most benefit the Barbarian, items that might be overlooked during fighting. Keep the workhorse well equipped and protected.
- As the Barbarian and tank of the group, protect other players who may need assistance—specifically, the Wizard and Ranger. Quickly run to their aid to free them up so that they can concentrate on ranged attacks. Leave your current fight if necessary. Free them up and allow them to retreat to then aid your fight from a distance.

Skill Tree



The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screens (SELECT).

Skill Recommendations

Blunt Weapons and Slashing moves increase the damage dealt by their respective weapon types. However, placing skill points into both of these can be a waste in favor of allocating these points into leveling up one of the Barbarian's other powerful moves. Wait on leveling up these abilities until you have found a weapon preference, then stick to that weapon type. If you choose, putting few or no points into these allows the Barbarian to switch back and forth between weapon types without penalty of losing additional damage by choosing Blunt over Slashing and vice versa.

Slam may be an early alternative to placing skill points into Blunt Weapons or Slashing. This move is an enhanced melee attack that turns the Barbarian red and unleashes a mighty swing at an enemy. This move, like Charge, is a great way to initiate contact with an enemy by delivering a large amount of damage straight away. These moves require little time to perform, but you must place a few skill points into them before you'll see the real benefit. For example, it is not until skill level 10 that Charge has an area of effect in addition to its initial damage. However, sticking with this move ultimately gives a better payoff than choosing a move that requires more skill points to become truly effective. This holds true for many moves in the Barbarian's arsenal. Before giving up on a move in favor of another, see what benefits the move gives at higher skill levels, and then go with what works best for you.

Two more specialized moves are Shield Bash and Ground Pound. Both require the Barbarian to have a certain item equipped to execute. The Shield Bash requires a shield in hand and delivers a mighty blow that, at higher levels, can stun and affect multiple enemies. The stun effect makes this move very useful, but it can be slow to execute. It is the same for Ground Pound, which requires a two-handed blunt weapon. While powerful (at higher skill levels it can stun and damage multiple enemies), it requires precise timing to be effective. Points may be better allocated in a more universal attack like Slam or Charge. Shield Bash and Ground Pound become unavailable should you choose to Dual Wield.

Dual Wield is one of the most effective methods of attack for the Barbarian, but it's not without a price. When dual wielding, a player must sacrifice the use of a shield, possibly lowering AC, and forgo Shield Bash and Ground Pound. On the positive side, Dual Wield allows the Barbarian to quickly swing two weapons, with a high damage output, killing enemies with ease and quickness. The damage of each weapon is increased by a percentage based on skill level. Whatever your skill rank, swinging two weapons deals damage faster than swinging one weapon, almost doubling the rate at which you deal damage. Remember that only the weapon in the Barbarian's right hand deals additional elemental damage, such as shock, fire damage, and cold damage. If you want to slice through enemies like butter, invest in Dual Wield and watch the enemies fall around you.

Later in your Barbarian's venture, Cyclone becomes available. This move is great for dealing damage to enemies that have swarmed around you because damage emanates from the Barbarian. This is useful in getting yourself out of a jam in later stages of the game. However, by the time this move becomes available, you will know how to avoid these types of situations and can use leveled up versions of earlier moves to

give support when overwhelmed. However, by the time this move becomes available, you may no longer fancy putting points into the same moves, in favor of this hard-hitting alternative.

Skills like Dodge, Strong Stance, and Natural Resistance make up some of the Barbarian's available skills used to help keep the Barbarian alive without mana. Dodge helps you avoid getting pummeled by pesky ranged attacks, but keep in mind that the Barbarian is designed to take damage, so simply keeping a supply of health potions is better than placing skill points here. Strong Stance decreases the chance of being knocked down in combat, but again, it may not be worth the points since the Barbarian is tough by nature. The same goes for Natural Resistance, which gives resistance to fire, cold, poison, disease, and magic. This is a great benefit, but at the high level needed to obtain the ability, the Barbarian will already be built up enough to withstand most attacks of this nature.

Endurance, Riposte, and Bind Wound wrap up the Barbarian's available skills. Endurance enables the Barbarian to carry more weight. While this is a great benefit, especially considering the weight of armor and weaponry, placing points elsewhere may be of greater use. Riposte is a nice consequence to enemies who get in a hit or two against the Barbarian, but regardless of skill rank, it still provides only a 10 percent chance that any damage will be returned to the attacker. Of the aforementioned moves, Bind Wound is the most useful; it increases the rate at which health regenerates.

Blunt Weapons

Prerequisite: None

Details: This skill increases damage when blunt weapons are used.

This is your skill at using blunt weapons, such as hammers and maces. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Slam

Prerequisite: Blunt Weapons or Slashing

Details: Slam is a more powerful version of the standard melee attack.

The Slam ability allows a player to boost the damage of a single strike. The percentage of the boost increases by 10 percent with each skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Damage Boost	100%	110%	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%

Endurance

Prerequisite: Slam

Details: This skill increases your carrying capacity.

Placing skill points into Endurance increases the amount in pounds that a character can carry before reaching his or her carrying limit. As your skill rank in Endurance increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Carrying Increase (lbs.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Ground Pound

Prerequisite: Endurance

Details: A two-handed hammer or mace is used to strike the ground and damage enemies in the area. Higher ranks stun enemies as well.

Obtainable at level 15, the Ground Pound is a mighty attack where a two-handed blunt weapon is driven into the ground, damaging all enemies within the area of effect. Both the damage to enemies and the area of effect increase with skill rank. At higher skill levels (skill rank 10), enemies have a chance of being stunned by the attack. To execute this move, it must be assigned to a quick ability button and requires mana. A two-handed blunt weapon must be equipped.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Damage	56–84	64–96	72–108	80–120	88–132	96–144	104–156	112–168	120–180	128–192	136–204	144–216	152–228	160–240	168–252	176–264	184–276	192–288	200–300	208–312
Radius in Feet	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Percent Chance of Stun	—	—	—	—	—	—	—	—	—	10%	13%	16%	19%	22%	25%	28%	31%	34%	37%	40%
Duration of Stun	—	—	—	—	—	—	—	—	—	2	2	3	3	3	3	4	4	4	4	5

Charge

Prerequisite: Endurance

Details: A running attack that deals tremendous damage when an enemy is hit. Higher ranks add radial damage and improve steering.

Charge, available at level 15, is a running attack that thrusts the Barbarian into his or her enemies, causing great damage to the enemy hit. The damage dealt by this attack increases with skill rank, and at higher levels (skill rank 10) produces an area of effect that harms enemies within the effect radius. The ability to slightly steer the Charge also becomes available at higher skill ranks. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Damage	120–144	130–156	140–168	150–180	160–192	170–204	180–216	190–228	200–240	210–252	220–264	230–276	240–288	250–300	260–312	270–324	280–336	290–348	300–360	310–372
Area Damage	—	—	—	—	—	—	—	—	—	55–66	58–70	61–73	64–77	67–80	70–84	73–88	76–91	79–95	82–98	85–102
Damage Radius in feet	—	—	—	—	—	—	—	—	—	3	4	6	7	8	10	11	12	14	15	16
Turning Ability	—	—	—	—	—	—	—	—	—	2%	2%	2%	3%	3%	3%	4%	4%	4%	5%	5%

Stunning Strike

Prerequisite: Charge

Details: Gives the player a chance to stun enemies during attack.

Placing points into Stunning Strike increases the chance of temporarily immobilizing an enemy during melee combat. The more points invested, the higher the percentage of stunning an enemy. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
Percent Chance of Stun	5%	7%	10%	12%	14%	16%	19%	21%	23%	25%	28%	30%	32%	34%	37%	39%	41%	43%	46%	48%

Natural Resistance

Prerequisite: Stunning Strike

Details: Increases resistance to fire, cold, poison, disease, and magic.

Natural Resistance grants a character resistance to elemental damage and the effects of damaging ailments such as poison, magic, and disease. The more points placed into this skill, the higher the resistance percentage. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
Percent Increase to All Resistances	3%	6%	9%	12%	15%	18%	21%	24%	27%	30%	33%	36%	39%	42%	45%	48%	51%	54%	57%	60%

Slashing

Prerequisite: None

Details: This skill increases damage when slashing weapons are used.

This is your skill at using slashing weapons, such as swords and axes. Placing skill points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Dodge

Prerequisite: Slashing

Details: This skill improves your ability to evade ranged attacks.

Dodge improves your ability to avoid ranged attacks, such as arrows. The chance of dodging a ranged attack rises 3 percent with each additional skill point. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Percent Chance of Miss	20%	23%	26%	29%	32%	35%	38%	41%	44%	47%	50%	53%	56%	59%	62%	65%	68%	71%	74%	77%

Critical Hit

Prerequisite: Dodge

Details: Improves your chances of registering a critical hit during an attack. Provides similar skills to teammates within aura range.

The Critical Hit ability increases the chances of scoring a critical hit during battle, delivering greater damage to an enemy. In group play, this ability emanates around the character, allowing other players within the aura to also receive the Critical Hit bonus. Duration, aura radius, and the chance of scoring a critical hit all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Chance of Critical Hit	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
Duration of Spell in Seconds	8	8	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	12	13	13
Aura Radius in Feet	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Dual Wield

Prerequisite: Critical Hit

Details: This skill allows you to wield a weapon in each hand.

The Dual Wield ability allows a player to carry two one-handed weapons simultaneously and attack with both. The damage caused by each weapon increases with skill rank. Shields and two-handed weapons cannot be used while dual wielding. This ability does not cost mana and is in effect while two weapons are equipped.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Amount of Damage/Weapon	102%	105%	107%	110%	112%	115%	117%	120%	122%	125%	127%	130%	132%	135%	137%	140%	142%	145%	147%	150%

Cyclone

Prerequisite: Critical Hit

Details: Spinning attack damages multiple enemies. Higher ranks boost damage, allow multiple revolutions, and give better control.

The Cyclone damages all enemies that come in contact with it. The number of revolutions during the attack and the damage dealt increase with skill rank. The ability to control, or steer, the maneuver also increases along with a player's skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Percent Normal Damage per Hit	30%	33%	36%	39%	42%	45%	48%	51%	54%	57%	60%	63%	66%	69%	72%	75%	78%	81%	84%	87%
Revolutions	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
Control	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%

Riposte

Prerequisite: Cyclone

Details: A creature striking the player has a chance of being hit back.

Riposte grants a player a 10 percent chance of redirecting damage against him or her back at the enemy. The amount of damage returned rises with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Amount of Damage Returned	24–29	28–34	32–38	36–43	40–48	44–53	48–58	52–62	56–67	60–72	64–77	68–82	72–86	76–91	80–96	84–101	88–106	92–110	96–115	100–120

Bind Wound

Prerequisite: Blunt Weapons or Slashing

Details: This skill increases your health regeneration rate.

The Bind Wound ability increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Shield Bash

Prerequisite: Bind Wound

Details: A rushing attack that requires a shield. Delivers high damage and a chance of stunning enemies.

A charging attack, the Shield Bash uses a shield to damage and possibly stun enemies. The amount of damage from the bash increases with each skill rank. In addition, the chance of stunning an enemy and the duration of the stun increase as more skill points are placed into the ability. At higher skill ranks, the amount of enemies bashed in a single attack also increases. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Damage	40–60	48–72	56–84	64–96	72–108	80–120	88–132	96–144	104–156	112–168	120–180	128–192	136–204	144–216	152–228	160–240	168–252	176–264	184–276	192–288
Percent Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Number of Enemies	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Stun (Secs.)	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Strong Stance

Prerequisite: Shield Bash

Details: Provides player with resistance to knockdowns.

Investing points into Strong Stance increases a player's resistance to being knocked down during battle. The chance of resisting a knockdown increases by 5 percent with each additional skill point. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Chance of Knockdown Resist	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

Ancestral Call

Prerequisite: Ancestral Call

Details: Tap the ancestors for more power. Boosts attack speed and damage. Higher ranks create aura of influence to boost fellow players.

Executing the Ancestral Call boosts melee abilities for a varied duration of time. In group play, fellow players can also receive this bonus provided they are within the aura emitting from your character. Attack speed, damage dealt, aura duration, and radius are all increased with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Percent Damage	125%	130%	135%	140%	145%	150%	155%	160%	165%	170%	175%	180%	185%	190%	195%	200%	205%	210%	215%	220%
Percent Speed	110%	112%	114%	116%	118%	120%	122%	124%	126%	128%	130%	132%	134%	136%	138%	140%	142%	144%	146%	148%
Duration in Seconds	10	11	11	12	12	13	14	14	15	15	16	16	17	17	18	18	19	19	20	
Aura Radius in Feet	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Wood Elf Ranger

A master of the bow, with some skills in melee. They can learn powerful bow attacks.



Beginning Stats	
Strength	28
Intelligence	25
Dexterity	35
Stamina	27

Advantages

- The Ranger is the most proficient character with the bow but can still hold his or her own in close combat.
- The Ranger has a variety of magical arrow enhancements, including Poison Arrow, Fire Arrow, and Explode Arrow. All inflict great damage from a distance, avoiding close combat.
- The Ranger has the magical ability to self-administer Minor Healing without the use of health potions.
- With Summon Arrows, the Ranger can call up ammunition. A Ranger will never be without the ability to attack from afar.

Disadvantages

- The Ranger, while able to fight hand to hand, is not as strong in close combat as at ranged bow attacks. This makes the Ranger dependent on arrows and mana (for special arrow attacks).
- Ranged arrow attacks can often be difficult to aim. Learning to be accurate takes time and patience. Inaccuracy wastes mana, leaving the Ranger vulnerable and engaged in close combat.
- When fighting takes place in close quarters, ranged attacks are hindered. This leaves only melee attacks to survive.

Character Analysis

With a bow in hand and a supply of arrows at the ready, the Ranger is prepared to face any danger Norrath has to offer. Team this with the ability

to quickly switch to melee at a moment's notice, and the Ranger is a well-rounded character capable of fighting in any medium.

A master of archery, the Ranger can fire multiple arrows and inflict great damage with many enhanced arrows. When playing the Ranger, these become your bread and butter, as you fire arrows quickly and often to soften enemies as they near, resulting in only a brief moment engaged in close combat.

Whether fighting one or multiple enemies, the Ranger has an arrow for the occasion. Against a single foe, the Ranger can shoot a damaging Fire Arrow, which leaves a fiery sting in the target and sets a fire for nearby enemies to stumble into. Once the adversaries are struck with arrows, the Ranger can switch to a melee weapon and clean up the mess. In situations where many enemies have taken off after the Ranger, shoot off a Multi Fire, which sends a number of arrows toward a target. If all else fails, the Ranger can Entangle enemies, immobilizing them long enough to create space and again fire from a distance, or to engage in melee.

The Ranger can be deadly from a distance and cause damage up close and personal. Keep a full supply of arrows and a healthy supply of mana, and nothing can put a stop to the Ranger.

Know Your Role

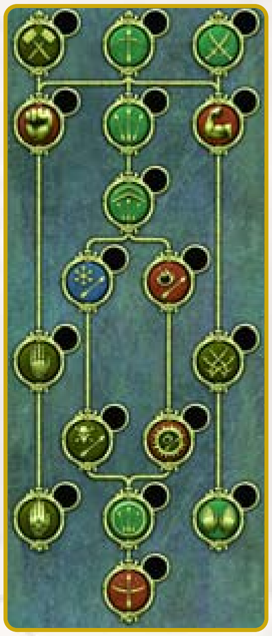
Solo

- Since the main method of dealing damage with the Ranger is ranged attacks, place as many points as possible in dexterity. This increases the damage dealt with ranged attacks. Strength may also be helpful for the times when the Ranger must fight up close and personal.
- Use arrows to initiate contact and continue to fire until the foes come within melee range. By this time, they should be close to death and easily overcome with a few swipes of your weapon.
- If overwhelmed by multiple enemies, don't stay to fight and risk being killed. Retreat and reapproach the enemies with your ranged attacks. Multi Fire helps fight multiple opponents, and Entangle or Cold Arrow can bring an enemy to a halt. Live to fight another day!
- Place points into Summon Arrows and check the contents of every breakable item you come across. The Ranger goes through a large number of arrows and a lot of mana, and breakable items yield a lot of both. A Ranger without arrows is like a cookie with no milk. Keep up your supply!
- Don't forget that the Ranger can boost the damage caused by a normal shot with the Archery skill. This matched with a high-damage bow and regular arrows can quickly become just as deadly as enhanced arrows, saving you mana for the times it is most needed.
- Place points into Light Quiver when it's available. This reduces the total weight of all arrows in your inventory, allowing you to carry more without being burdened too often.

Group

- The Ranger's role in a group is with ranged attacks, lending support with melee when needed. Keep distant from the melee action if possible, firing arrows safely out of harm's way.
- When the group is bogged down with multiple enemies, use the Entangle spell and Cold Arrow to bring some of the enemies to a halt, freeing the group to concentrate on one at a time. Once enemies have stopped in their tracks, lend aid with melee attacks of your own or play crowd control, attacking any new adversaries that may enter the screen.
- Like the Wizard, stay back out of harm's way and unload ranged attacks, sparing your devastating attacks for when they are truly needed to avoid wasting mana. If there is a Wizard in your group, play the Wizard's bodyguard, helping out when needed, especially in melee encounters. This frees the tanks from having to come to the rescue, allowing them to concentrate on seeking and destroying nearby enemies.
- Playing true to form with the other melee classes, the Ranger also possesses Critical Strike. As with the other Champions, this ability extends to teammates at higher levels. If there is already a strong melee character with Critical Strike, use your talents in other ways. However, Critical Strike can be strongly beneficial to the group should none of the other characters possess it. Cast it near the group's tanks to ensure they get the effects of this damage-multiplying ability.

Skill Tree



The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screens (SELECT).

Skill Recommendations

Archery is the first bow skill available to the Ranger, and one of the most important. This deals more damage with each arrow fired. It saves on mana because it costs mana only to fire an enhanced arrow. As you are able to wield higher-damage bows, this increases the damage of your normal arrow shots, making them just as powerful as lower-level enhanced arrows. Mix this with the ability to create your own arrows at level 4 with Summon Arrows, and the Ranger will always have a ready supply of deadly attacks.

The Ranger also has access to enhanced arrows that do cost mana. These arrows are Poison Arrow, Fire Arrow, Cold Arrow, Explode Arrow, and Penetrating Arrow. While some of these won't be available until higher levels, they all deal a higher amount of damage then a normal arrow, and all have lingering effects. For instance, the Fire Arrow results in a fire that damages enemies near the target. The Cold Arrow, which becomes very useful, freezes enemies in place, allowing the Ranger to attack or retreat. The Poison Arrow emits a poisonous cloud that also affects enemies near the target. The Explode Arrow, does what its name suggests, leaving behind a blast that damages anything within radius. And finally, the Penetrating Arrow does high damage with a chance of penetrating through the shield of an enemy, and can penetrate through multiple enemies with a single shot. All of these arrows provide the most damage of the Ranger's ranged attacks.

Multi Fire shoots up to six arrows at a time, spreading to multiple enemies. However, if you're a sharpshooter with your bow, this may only waste arrows in the long run. Instead, put your points into enhancing Cold Arrow, with which you can quickly bring multiple enemies to a halt and thus fight them one at a time. Multi Fire also increases the arrow damage, a feature that you must decide if you can live without.

Later in your Ranger's life (level 20), he or she can learn to Dual Wield. This adds to the Ranger's ability to enter melee combat and vastly improves melee proficiency. A good combination of ranged and close-combat attacks becomes the Ranger's specialty when able to quickly swing two weapons in the direction of enemies, after weakening them from a distance with the mighty bow. Place further points into this ability to bring up the damage dealt by each weapon.

Entangle is another useful move, as it can work both offensively and defensively. Cast this on attacking enemies and watch them come to a halt; it provides enough time to either retreat in favor of another ranged attack or to close in and finish the enemy with a melee attack. Placing more points into this move allows the Ranger to entangle more than one enemy at a time, further increasing the move's usefulness. Look for this move to get you out of tight jams.

In addition to a repertoire of offensive spells, the Ranger has a Minor Healing spell. This spell replenishes some health as if having taken a health potion. The Ranger can also increase carrying capacity with Endurance, lighten arrow weight with Light Quiver, and speed up mana regeneration with Regeneration. Place a few points into Regeneration. Keep a steady supply of arrows and a healthy amount of mana at your disposal.

Remember, these are just suggestions, and ultimately it is up to you, the player, to decide what works best for you and your Ranger. Good luck!

Blunt Weapons

Prerequisite: None

Details: This skill increases damage when blunt weapons are used.

This is your skill at using blunt weapons, such as hammers, maces, and staffs. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Critical Hit

Prerequisite: Blunt Weapons

Details: Improves your chances of registering a critical hit during an attack. Higher ranks provide similar skills to teammates within aura range.

The Critical Hit ability increases the chances of scoring a critical hit during battle, delivering greater damage to an enemy. This ability emanates around the character at higher levels, allowing other players within the aura to also receive the Critical Hit bonus. Duration, aura radius, and the chance of scoring a critical hit all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	30
Chance of Critical Hit	10%	12%	14%	16%	18%	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%
Duration of Spell in Seconds	8	8	9	9	9	9	10	10	10	10	11	11	11	11	12	12	12	12	13	13
Aura Radius in Feet	—	—	—	—	—	—	—	—	—	6	6	7	7	7	8	8	8	8	9	9

Regeneration

Prerequisite: Critical Hit

Details: A character with Regeneration regains mana more quickly. Higher rank gives greater speed of regeneration.

Placing points into Regeneration increases the natural rate at which your mana regenerates. The higher the skill rank, the faster the rate of regeneration. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Faster Mana Regeneration	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%

Minor Healing

Prerequisite: Regeneration

Details: A minor healing spell which restores health to the caster for one and a half seconds.

When Minor Healing is used, the caster regains hit points equivalent to using a health potion. As skill rank rises, so does the number of hit points healed each time Minor Healing is used. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Percent Healed	30%	34%	37%	41%	44%	48%	51%	55%	58%	62%	65%	69%	72%	76%	79%	83%	86%	90%	93%	97%

Archery

Prerequisite: None

Details: Enhances your ability to damage enemies with bow attacks.

Placing skill points into Archery improves the damage of your bow and arrow attack. The higher the skill rank, the more damage caused by arrows. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Multi Fire

Prerequisite: Archery

Details: Fires multiple arrows at once. Higher ranks boost arrow count and speed.

Multi Fire allows the Ranger to fire more than one arrow at a time. The number of arrows fired with each shot and bow damage increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Number of Arrows	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6
Total of Current Bow Damage	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Summon Arrows

Prerequisite: Multi Fire

Details: Creates a stack of arrows in your inventory. Higher levels provide more arrows.

Placing points into Summon Arrows allows the Ranger to create a stack of arrows in his or her inventory. This move requires mana. Each additional skill point yields more arrows when this is cast. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Arrow Amount	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58

Cold Arrow

Prerequisite: Summon Arrows

Details: Shoots a blast of super-cooled gas that freezes enemies. Higher ranks increase damage, velocity, and freeze time.

Cold Arrow imbues one of the Ranger's arrows with additional cold damage to an enemy. Once struck, enemies have a chance of becoming frozen from the arrow, stopping them temporarily. As skill rank rises, the cold damage dealt, the length of the freeze, and the arrow's velocity also increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Cold Damage	6	11	16	21	26	31	36	41	46	51	56	61	66	71	76	81	86	91	96	101
Velocity in Feet per Second	41	42	42	42	43	43	44	44	45	45	46	46	47	47	48	48	49	49	49	50
Freeze Time	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9

Poison Arrow

Prerequisite: Cold Arrow

Details: Fires a burst of toxic gas that spawns a poison cloud. Higher ranks boost damage, size of poison cloud, and poison duration.

Poison Arrow imbues one of the Ranger's arrows with additional poison damage to an enemy. Once an enemy is struck, a poisonous cloud is released, continuing to damage the foe over the duration of the poison effect. As skill rank rises, the poison damage dealt and the length and size of the resulting poison cloud also increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Additional Poison Damage	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
Cloud Radius in Feet	1	2	2	3	3	4	5	5	6	6	7	8	8	9	9	10	11	11	12	12
Duration of Cloud in Seconds	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8

Fire Arrow

Prerequisite: Summon Arrows

Details: Shoots an arrow of hot fire. Higher ranks increase damage, speed, and size of fire.

Fire Arrow imbues one of the Ranger's arrows with additional fire damage to an enemy. After an enemy is struck, a fiery explosion takes place. As skill rank rises, the fire damage dealt, the velocity of the arrow, and the radius of the explosion also increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Additional Fire Damage	41	46	51	56	61	66	71	76	81	86	91	96	101	106	111	116	121	126	131	136
Velocity in Feet per Second	32	34	36	38	40	42	44	46	47	49	51	53	55	57	59	61	62	64	66	68
Radius of Fire	8	8	9	9	10	10	10	11	11	12	12	13	13	13	14	14	15	15	15	16

Explode Arrow

Prerequisite: Fire Arrow

Details: Hurls an arrow of explosive charge at enemies. Higher ranks expand area of effect, damage, and velocity.

Explode Arrow imbues one of the Ranger's arrows with an explosive charge, causing additional damage. Once the arrow strikes, an explosion takes place, and at higher skill levels, the resulting fire damages enemies near the target. The explosive damage, the velocity of the arrow, and the radius of the resulting explosion all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Damage	120–280	127–191	134–202	142–212	149–223	156–234	163–245	170–256	178–266	185–277	192–288	199–299	206–310	214–320	221–331	228–342	235–353	242–364	250–374	257–385
Damage Radius (Feet)	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7
Velocity in Feet (Secs.)	34	35	36	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	54	55

Light Quiver

Prerequisite: Poison Arrow or Explode Arrow

Details: Reduces the weight of arrows.

Place points in Light Quiver to reduce the total weight of arrows carried in your inventory. Higher skill gives more weight reduction. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Weight Reduced	15%	18%	21%	24%	27%	30%	33%	36%	39%	42%	45%	48%	51%	54%	57%	60%	63%	66%	69%	70%

Penetrating Arrows

Prerequisite: Light Quiver

Details: Gives arrows a chance of penetrating shields and hitting multiple targets. Higher ranks increase these odds.

Penetrating Arrows gives each arrow fired a chance to penetrate a shield or to pass through a target. When an arrow passes through a target, it continues on its course, hitting any other enemy it may come in contact with. The chances of these occurrences improve with skill rank.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
Chance of Shield Penetration	45%	47%	49%	51%	53%	55%	57%	59%	61%	63%	65%	67%	69%	71%	73%	75%	77%	79%	81%	83%
Chance of Passing through Target	35%	37%	39%	41%	43%	45%	47%	49%	51%	53%	55%	57%	59%	61%	63%	65%	67%	69%	71%	73%

Slashing

Prerequisite: None

Details: This skill increases damage when slashing weapons are used.

This is your skill at using slashing weapons, such as swords and axes. Placing skill points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Endurance

Prerequisite: Slashing or Archery

Details: This feat increases your carrying capacity.

Placing skill points into Endurance increases the amount that your character can carry by 15 pounds each time. As your skill rank increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Carrying Increase (lb.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Entangle

Prerequisite: Endurance

Details: Halts enemies where they stand when successful. Higher ranks increase how many are affected, the duration, and success percentage.

Entangle immobilizes an enemy for a short period, snaring him to the ground and bringing him to a halt. The duration of entangle and the number of creatures that can be entangled at a time increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration in Seconds	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%

Dual Wield

Prerequisite: Entangle

Details: This allows you to wield a weapon in each hand.

The Dual Wield ability allows a player to carry two appropriately sized weapons, one in each hand, and attack with both. The effectiveness of each weapon increases with skill rank. Shields and two-handed weapons cannot be used while dual wielding. This ability does not cost mana and is in effect while two weapons are equipped.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Amount of Damage/Weapon	102%	105%	107%	110%	112%	115%	117%	120%	122%	125%	127%	130%	132%	135%	137%	140%	142%	145%	147%	150%

High Elf Cleric

Strong melee class with substantial magical ability. Can learn offensive and defensive spells.

Beginning Stats	
Strength	26
Intelligence	36
Dexterity	27
Stamina	26



Advantages

- A strong melee class, Clerics can engage effectively in close combat due to a decent starting strength and heavy blunt weaponry.
- Well versed in magical ability, the Cleric can cast a handful of damaging spells, especially to the undead. In fact, the Cleric is tailored to do significantly more damage to undead than other creatures.
- The Healing and Undead Shield spells heal and protect the Cleric and, at higher levels, extend to other members of the group.
- The Cleric is a good combination of spell caster and melee fighter with the ability to heal.
- The Cleric has the unique ability to "cheat" death with the Resurrect spell.

Disadvantages

- The Cleric, despite great melee abilities, is limited to blunt weaponry only.
- While well rounded, the Cleric's only real advantage over other characters is the ability to heal and to cast spells against the undead. Otherwise, the Cleric is kind of a jack-of-all-trades.
- Many of the Cleric's spells are aimed at dealing with the undead. These spells have little to no effect on other creatures.

Character Analysis

The Cleric has harnessed divine power to aid in defending Norrath from a creature invasion. With numerous spells and the innate ability to swing a mighty blunt weapon, the Cleric is a dangerous force. Especially lethal to the undead, the Cleric has spells that maim and diminish the living dead. Fierce attacks do not stop there, either; the Cleric can call upon magic to produce a Hammer of Wrath, which pounds away at enemies, and a Holy Strike that deals a divine blow.

The Cleric does, however, possess a quieter and less ruthless side; Convert Enemy allows the Cleric to befriend opponents and turns them away from attacking—few can resist.

With all the spells and magical abilities the Cleric has to offer, it's often overlooked that the Cleric is an exceptional melee fighter, outshined only by the Barbarian and Berserker. Although limited to blunt weapons, the Cleric can still pack a wallop with a trusty mace or hammer. When playing this divine fighter, play to your strengths by attacking from a distance with a ranged attack, then rushing in for the kill with weapon in hand.

Nothing can stand in the way of this harmonious blend of magic and might.

Know Your Role

Solo

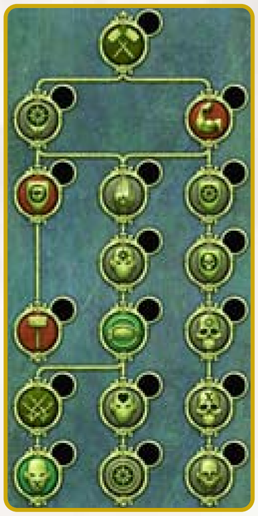
- Invest ability points into intelligence to increase mana, and in strength and stamina to increase the ability to take and deal damage.
- When attacking enemies, start with a ranged magical spell like Holy Strike, then engage in close combat.
- Pay close attention to the type of enemies you are fighting against. When confronting undead, or skeletons, use spells like Undead Shield, which bounces damage dealt from undead creatures back to them for a limited time.
- If the Cleric is surrounded or overwhelmed by enemies, look for aid from spells like Root, which can immobilize enemies, giving the Cleric a moment to retreat from harm's way. Once no longer surrounded, use Blinding Light to confuse multiple enemies long enough to start your assault with a mighty blunt weapon.

- Take advantage of the Cleric's defensive spells, such as Holy Armor, which reduces your mana rather than health when you're taking damage. When cast, Blessed increases the rate at which mana regenerates. Holy Armor, Blessed, and Retribution together make the Cleric virtually indestructible during melee encounters.
- Turn foes into friends with the Convert Enemy spell. This depletes a creature's hostility. It can backfire from time to time, however, either not working on a creature or causing the creature to seek vengeance. Keep up your guard when meddling with this spell.
- If an enemy causes this divine warrior to perish, cast Resurrect before falling. This gives you a chance of coming back to life with a portion of your health. You can then try to heal, run, or continue the fight.

Group

- The Cleric provides heals for the group. Level up this move so that it restores a greater number of hit points for those within the spell's radius.
- The Cleric is also a proficient fighter, capable of standing next to the Barbarian or Berserker in melee combat. Help the group in this department, even if this means that you, the Cleric, become the tank. If there is more than one Cleric in a group, this responsibility can be shared.
- The Cleric's Root spell can help with crowd control, immobilizing enemies as they enter the fight. Other characters have this ability as well, though. Talk with your group and discuss where your efforts are most needed.
- Dealing with the undead is the Cleric's specialty. Cast moves like Undead Shield, which extends to teammates, and Repulse Undead, which turns undead away after damaging them. Hunting undead is quick and easy when a Cleric is in the group.
- When a teammate dies, the group looks to the Cleric for resurrection. Though this spell is not obtainable until late in the Cleric's career, it will save your group from having to return to a save point to bring back a fallen comrade.

Skill Tree



The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screens (SELECT).

Skill Recommendations

Because the Cleric is limited to blunt weaponry, level up Blunt Weapons with skill points. Remember that much of your fighting takes place in close combat, so dealing a greater amount of damage with each swipe can only help the Cleric's cause.

Holy Strike damages all enemies, with an increase to the undead. It is a simple move that is with the Cleric from day one. This move starts as a simple bolt of divine power that causes a decent amount of damage from a distance, easily followed with melee attacks. After it's leveled up, it threatens all enemies; it seeks out a target even when a player misses the intended foe. This is worth leveling up because it is the basic ranged attack for the Cleric and it affects all enemies despite their race.

The Hammer of Wrath is the second ranged attack that damages all enemies. This one, though slightly goofy, sends a magical hammer out to attack. The hammer does this on its own for a time, occasionally engaging in a spinning attack. This move does more damage in early stages than the Holy Strike, but it has a much higher mana cost and is not truly controlled by the caster. Shield Bash is another move along these lines; it's a great move but not always practical because it can be time-consuming to execute and comes at a higher mana cost. Shield Bash does, however, stun enemies at higher skill ranks. Once available, you can use Unspoken Word to cause damage with a chance of stun. This move is a good alternative to Hammer of Wrath, but it takes a while before this spell is available or powerful enough to rely on the stun effect.

A less aggressive spell in the Cleric's arsenal is Blinding Light, a move that flashes a divine light into the eyes of an enemy, causing confusion. Once confused, an enemy wanders slightly, making the job of the Cleric as simple as walking up and beating the victim senseless. This spell can affect nearby enemies and leaves behind a lasting effect that continues to damage enemies while they're confused. This move is great for dealing with multiple enemies and should be considered for leveling up.

Another damaging spell that does not involve blasting away at enemies is Repulse Undead. This spell causes the undead damage and then turns them away to leave you alone. When they do return, or should you chase them, they are weakened and require little energy to destroy. This is a great move because the undead will rarely overwhelm the Cleric, but it is specific to undead creatures and does not work well on anything else. When choosing to level up this type of spell, keep in mind that not all creatures will be undead, and skill points may be better placed elsewhere.

Not all of the spells available to the Cleric are for causing direct damage; some disperse damage or help deal with enemies in a more peaceful manner. For instance, Undead Shield returns a percentage of an attack back at the undead attacker. Holy Armor converts damage taken into mana taken, pulling damage from your mana supply rather than your health. This is best used when you're concentrating on melee combat. Another move that converts in the favor of the Cleric is Retribution. Not available until level 25, this move converts melee damage given to enemies into health back to the Cleric. Blessed also helps the Cleric deal with enemies by increasing mana more quickly for a period of time, allowing the cleric to unload spells more often.

A couple of the Cleric's moves fall under both offensive and defensive. These moves are Root and Convert Enemy. Root immobilizes an enemy so that the Cleric can attack from a distance or flee. Convert Enemy turns an attacking enemy into a friendly enemy. This move, however, can backfire on strong-willed enemies and does not affect the undead. The now-friendly enemy just roams around in an unpredictable pattern, often of little use to the Cleric, but this removes the initial threat.

Healing is one of the finer points of the Cleric. He or she can heal without mana potions and can heal party members in group play. Place a few points into this spell to boost the amount of each heal so that you need never worry about running out of health potions. Team this with Blessed during battles to keep yourself healed no matter the amount of damage taken. Should your battle turn against you, casting Resurrect before you fall will give you a chance of bouncing back with a portion of your health. Not only can the Cleric cause death, but he or she can cheat it.

Blunt Weapons

Prerequisite: None

Details: Certain weapons require a high blunt skill to wield.

This is your skill at using blunt weapons, such as hammers, maces and staffs. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Holy Strike

Prerequisite: Blunt Weapons

Details: A bolt of light that harms on impact, particularly undead creatures. Higher ranks give better damage and tracking.

Holy Strike fires a bolt of divine power at enemies, causing damage. This move is even more effective against the undead, causing significantly more damage to them. As skill rank increases, the damage inflicted also rises. At higher levels, the Holy Strike will track, or seek out, enemies. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Normal Damage	18–22	25–30	32–38	39–47	46–55	53–64	60–72	67–80	74–89	81–97	88–106	95–114	102–122	109–131	116–139	123–148	130–156	137–164	144–173	151–181
Undead Damage	35–42	45–54	55–66	65–78	75–90	85–102	95–114	105–126	115–138	125–150	135–162	145–174	155–186	165–198	175–210	185–222	195–234	205–246	215–258	225–270

Shield Bash

Prerequisite: Holy Strike

Details: A rushing attack that requires a shield. This delivers high damage and a chance of stunning enemies.

The Shield Bash is a charging attack that uses a shield to damage and possibly stun enemies. The amount of damage from the bash increases with each skill rank. In addition, the chance of stunning an enemy and the duration of the stun increase as more skill points are placed into the ability. At higher skill ranks, the number of enemies bashed in a single attack also increases. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Damage	24–36	28–42	32–48	36–54	40–60	44–66	48–72	52–78	56–84	60–90	64–96	68–102	72–108	76–114	80–120	84–126	88–132	92–138	96–144	100–150
Percent Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Number of Enemies	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Stun in Seconds	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13

Hammer of Wrath

Prerequisite: Shield Bash

Details: Summons a hammer that attacks enemies. Higher ranks give more damage, a longer duration, and a chance for a spin move.

Hammer of Wrath summons a divine hammer that assists the Cleric in battle. The hammer is capable of executing a spin move. As skill rank rises, the damage of the hammer, the duration, and the chance of the hammer executing a spin move all increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Hammer Damage	40-48	42-50	44-53	46-55	48-58	50-60	52-62	54-65	56-67	58-70	60-72	62-74	64-77	66-79	68-82	70-84	72-86	74-89	76-91	78-94
Duration of Hammer (Secs.)	15	15	15	16	16	16	16	16	17	17	17	17	17	18	18	18	18	18	19	19
Percent Chance for Spin Attack	18%	18%	18%	19%	19%	19%	19%	19%	20%	20%	20%	20%	20%	22%	22%	22%	22%	22%	23%	23%

Healing

Prerequisite: Holy Strike or Endurance

Details: Restores health to the caster as well as teammates within an aura.

When Healing is used, the caster will regain hit points as if having just used a health potion. As skill rank rises, so does the number of hit points healed each time Healing is used. The spell has a radius, healing nearby players in a group, but with slighter effects. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Percent Healed	30%	34%	37%	41%	44%	48%	51%	55%	58%	62%	65%	69%	72%	76%	79%	83%	86%	90%	93%	97%
Aura Range in Feet	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Aura Percent Healed	20%	24%	28%	32%	36%	40%	44%	48%	52%	56%	60%	64%	68%	72%	76%	80%	84%	88%	92%	96%

Blessed

Prerequisite: Healing

Details: A blessed character will regain mana more quickly. A higher-ranked blessing will give greater speed of regeneration.

Blessed, when cast, will improve the Cleric's mana regeneration rate while in effect (15 seconds). As skill rank rises, so does the rate of regeneration. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Percentage Faster Mana Regenerates	90%	100%	110%	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%

Blinding Light

Prerequisite: Blessed

Details: A blinding flash causes nearby creatures to become confused. Higher rank gives more range, duration, damage, and effectiveness.

Blinding light flashes a bright light in front of an enemy, causing initial damage and possibly confusion. Additional enemies near the target may also be affected. The light stays with an enemy, continuing to cause damage. As skill rank rises, the initial damage, subsequent damage, duration of the effect, and the area of effect all increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Chance of Confusion	50%	51%	52%	53%	54%	55%	56%	57%	58%	59%	60%	61%	62%	63%	64%	65%	66%	67%	68%	69%
Damage per Second	35–42	37–44	39–47	41–49	43–52	45–54	47–56	49–59	51–61	53–64	55–66	57–68	59–71	61–73	63–76	65–78	67–80	69–83	71–85	73–88
Duration in Seconds	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7
Radius in Feet	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7

Root

Prerequisite: Blinding Light

Details: Halts enemies where they stand when successful. Higher ranks increase how many are affected, the duration, and success percentage.

Root will immobilize an enemy for a short period, rooting them to the ground and bringing them to a halt. The duration of the root and the number of creatures that can be rooted at a time increase with skill rank. The chance of a creature breaking free from the root prematurely also increases at higher skill ranks. Multiple casts will be needed to root more than one enemy at a time. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration in Seconds	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%

Unspoken Word

Prerequisite: Root

Details: A wave radiates out, damaging and stunning enemies. Higher ranks increase damage, stun time, and radius.

When Unspoken Word is cast, a wave of white light emits from around the caster, damaging all enemies within its aura. This magic ability practically seeks out surrounding enemies and has a chance of stunning creatures for a limited time. The damage and radius, as well as the chance of stun and stun duration, all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Damage	16–24	20–30	24–36	28–42	32–48	36–54	40–60	44–66	48–72	52–78	56–84	60–90	64–96	68–102	72–108	76–114	80–120	84–126	88–132	92–138
Radius in Feet	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17
Chance of Stun	25%	27%	29%	31%	33%	35%	37%	39%	41%	43%	45%	47%	49%	51%	53%	55%	57%	59%	61%	63%
Duration of Stun	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12

Convert Enemy

Prerequisite: Blinding Light

Details: Converts enemies to friendlies. Undead are immune. There's a 10-second cast recovery time.

Convert Enemy enables the Cleric to take over an enemy, removing hostility for the duration of the effect. Undead creatures, animals, and those with particularly strong wills are not affected by the conversion. As skill rank rises, the duration of the spell, the number of enemies able to be converted at a time, and odds of conversion increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Convert Enemy (cont'd)

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Number of Enemies	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
Duration in Seconds	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Chance of Conversion	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%

Retribution

Prerequisite: Convert Enemy

Details: Converts damage to enemies into health. Higher levels increase duration and percentage of damage converted.

Placing points into Retribution will turn the damage being given to enemies into health given to the caster. This works for a limited duration, but length of spell and percentage of converted damage both increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Duration	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Conversion Percentage	20%	23%	26%	29%	32%	35%	38%	41%	44%	47%	50%	53%	56%	59%	62%	65%	68%	71%	74%	77%

Endurance

Prerequisite: Blunt Weapons

Details: This feat increases your carrying capacity.

Placing skill points into Endurance will increase the amount in pounds that your character can carry. As your skill rank increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Carrying Increase (lb.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Holy Armor

Prerequisite: Endurance

Details: Preserves player's health by converting a portion of incoming damage into a reduction in mana.

When Holy Armor is cast, a percentage of hit point damage taken from enemy attacks is converted into damage subtracted from your mana points instead. Along with skill rank, the duration and the percentage taken from mana increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Percent Damage Transferred to Mana	5%	8%	11%	14%	17%	20%	23%	26%	29%	32%	35%	38%	41%	44%	47%	50%	53%	56%	59%	62%
Duration in Seconds	10	10	11	11	11	11	12	12	12	12	13	13	13	13	14	14	14	14	15	15

Undead Shield

Prerequisite: Holy Armor

Details: Any undead creature attacking the protected individual will receive damage. Aura for teammates at higher ranks.

Holy Armor protects a character with a divine shield that causes damage to any undead creature that attacks the protected character. The attacking undead will receive a percentage of the damage it inflicts upon your character. The duration of the effect and the percentage of damage the undead attacker takes increase with skill rank. At higher skill levels, nearby players can also receive the shield effects. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Percent Damage Returned	50%	54%	58%	62%	66%	70%	74%	78%	82%	86%	90%	94%	98%	102%	106%	110%	114%	118%	122%	124%
Duration in Seconds	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Aura Percent Damage Returned	25%	27%	29%	31%	33%	35%	37%	39%	41%	43%	45%	47%	49%	51%	53%	55%	57%	59%	61%	63%

Repulse Undead

Prerequisite: Undead Shield

Details: Knocks away undead creatures and does severe damage to them. Higher rank gives higher radius and damage.

Repulse Undead (cont'd)

Repulse Undead is an attack that is particularly effective against undead creatures. A bolt of blue energy is hurled at a target enemy, which suffers damage when struck. If the bolt misses, it will begin to bounce off obstacles until it impacts an enemy or dissipates at the end of its duration. The damage caused and duration increase with skill rank. The radius of the bolt also increases. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Damage	200	210	220	230	240	250	260	270	280	290	300	310	320	330	340	350	360	370	380	390
Radius in Feet	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16

Dismiss Undead

Prerequisite: Repulse Undead

Details: A powerful spell that is extremely damaging to undead. Damage goes up with rank.

Dismiss Undead, when cast, causes undead near and around your character to be knocked away or driven back in fear. Non-undead creatures and powerful undead will not be affected by this spell. The chance to repulse, the number of undead affected, and the duration of the dismissal all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Regular Damage	80–96	88–106	96–115	104–125	112–134	120–144	128–154	136–163	144–173	152–182	160–192	168–202	176–211	184–221	192–230	200–240	208–250	216–259	224–269	232–278
Undead Damage	350–420	360–432	370–444	380–456	390–468	400–480	410–492	420–504	430–516	440–528	450–540	460–552	470–564	480–576	490–588	500–600	510–612	520–624	530–636	540–648
Duration in Seconds	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8

Resurrect

Prerequisite: Dismiss Undead

Details: Provides preemptive measure to survive death. (In multiplayer, this skill raises teammates.)

Once this spell is cast, a ring appears overhead for a limited time. While the spell is active, if you die, there is a chance of instantly coming back to life with a portion of your health. Duration of spell and chance of success increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Protection Time	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
Chance of Success	10%	14%	17%	21%	25%	29%	32%	36%	40%	44%	47%	51%	55%	59%	62%	66%	70%	74%	77%	81%

Erudite Wizard

Pure spell caster. Can learn powerful direct-damage and area-of-effect spells.

Beginning Stats	
Strength	23
Intelligence	39
Dexterity	25
Stamina	28



Advantages

- The Wizard has the highest intelligence, resulting in the highest starting amount of mana.
- Of all spells in this game, the Wizard's are the strongest, providing the highest amount of damage in a single attack.
- The Wizard has the largest number of spells available—20.
- The Wizard can imbue weapons, including those of teammates, with enhancements such as additional cold, lightning, and fire damage.

Disadvantages

- The Wizard is primarily a caster, dependent on mana.
- A low starting strength and AC limit melee abilities severely.
- Limited to blunt weaponry and unable to use shields, Wizards also cannot wear heavy armor such as padded, chain, and plate.

Character Analysis

The Wizard is by no means the strongest character in the game, but is by far the strongest in magical abilities, with spells ranging from powerful freezing bolts of ice to a steady stream of blistering fire. Weapon skills are not the Wizard's strong point, but they're not to be dismissed, either. Weapon enhancements such as additional shock, cold damage, and fire damage make the Wizard a threat at any range. Whether casting a frigid storm over a single enemy or spreading a magical bolt of electricity through a group, the Wizard is a mystical force to be reckoned with.

Playing this mystical character can be both fun and challenging, in part because of the dependence on magical attacks that drain mana. Lacking high strength and AC due to light armor forces the Wizard into ranged attacks, and ranged attacks mean mana usage. The Wizard has the highest starting amount of mana for this very reason. A good Wizard, however, must get comfortable with melee fighting to avoid becoming too reliant on mana. Finding the harmony between melee and magic is the most important feat when playing the Wizard. This often means running. While not glamorous, it gives the Wizard a chance to regroup, escape an outnumbering threat, and return to ranged attacks.

Whether you play in a group or solo, the Wizard is sure to keep you on your toes and enjoying the game. The ability to quickly turn the tide in battle with a quick cast of destructive spells is unrivaled. While it takes persistence and patience to perfect fighting techniques, the Wizard has all the necessary tools to become the Champion.

Know Your Role

Solo

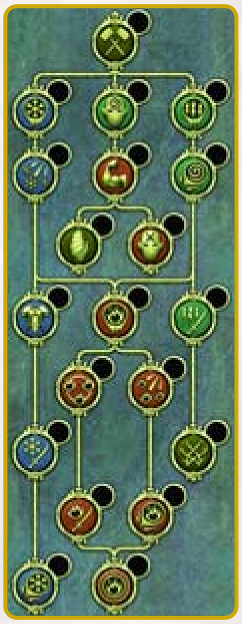
- Spend ability points in intelligence to increase your amount of mana and how often you can cast your deadly spells. Also, spend a few points here and there into stamina to increase your health.
- When attacking, utilize projectiles like Bolt of Shock and Shock of Frost to attack from a distance. As an enemy nears, use either Fire Storm or Frost Storm to maintain distance.
- Mana is extremely important to the Wizard, so put points into Concentration to increase the mana regeneration rate. Also invest in mana- and intelligence-boosting items such as rings and necklaces from the shops. Stay stocked on mana potions to ensure that you are never without mana when you need it most.
- Fighting multiple enemies can quickly spell disaster for the Wizard. If overwhelmed by surrounding enemies, cast a spell like Root, which, with luck, will immobilize enemies where they stand. Wave of Flame can also be used in this situation to cause significant damage to all surrounding enemies. If an enemy persists, switch to a constant spell like Cone of Fire. However, in most cases, run! There is no shame in running to stay alive and reapproaching the situation with ranged attacks.
- Because of low strength, the Wizard cannot take as much direct damage as other characters, or carry as many items. To counterbalance this, carry as many mana potions as possible at all times, especially into boss encounters. This will keep your mana full and available for casting the Wizard's many magical attacks. Also invest points in Endurance.
- Use melee attacks sparingly, in conjunction with magic spells. Stay distant and fire a spell like Bolt of Shock, then approach quickly to finish off the creature with your weapon. Before others can come to its aid, back away and repeat the process. This can be time consuming, but it's effective. When playing the Wizard, it pays to be safe and cautious or you will find yourself lifeless on the floor.

Group

- In a group, exclude the Wizard from close-combat melee. Count on the Wizard to cast powerful spells from afar. Shock of Fire, Wizard Beam, and Root are best for groups because they can be safely cast from a distance, but still affect multiple enemies.
- Another way to lend a hand is to activate a weapon-enhancing spell, like Fire Weapons or Cold Weapons. These extend their effects to group members, thus contributing without putting you in harm's way.
- Conserve your mana for the times that the Wizard's spells are most needed. If a group walks into a handful of enemies, there is no need to unleash multiple spells when, odds are, the Barbarian or Berserker can clear the foes just as fast. Stand clear or lend a hand with your weapon without getting yourself into the midst of a major battle. If nothing else, help the group with a Root spell or a storm attack. Reserve your spells for the times that the group has more than they can handle or when the Wizard is being directly attacked.
- Fighting larger creatures and boss-type enemies is going to be the Wizard's time to shine in group play. Mighty fire spells such as Shock of Fire, Fire Storm, and Cone of Fire are devastating and can do wonders when the Wizard can cast them safely from a distance while the melee fighters take the brunt of the punishment. Weapon enhancements also come in handy.

Skill Tree

The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screens (SELECT).



Skill Recommendations

The Wizard's first available spells are Shock of Frost and Bolt of Shock. Both become staples for a young Wizard exploring Norrath. They also teach how to approach enemies with magical, ranged spells. The Shock of Frost fires an icy bolt at an enemy, slowing it with cold damage. This is the best early on for facing multiple enemies; fire once to slow them, then follow with melee one at a time, retreating away from other approaching enemies to start over the process. When dealing with one enemy at a time, cast a Bolt of Shock, which causes a little more damage than the Shock of Frost but does not slow the enemy. At higher levels, both of these moves offer the added bonus of damaging enemies near the target. Throughout the game, these will prove useful time and again. Level these as you see fit.

Shock of Fire is similar to the aforementioned projectile spells, but it's not available until level 15. This is a much more damaging spell directly, but its effect on other enemies after the initial blast is not as damaging as the other two. However, once this becomes available, Shock of Fire is one of the Wizard's most effective spells for causing tremendous direct damage.

While not available right away, Fire Storm and Cold Storm are two more useful and very harmful spells. One rains icy shards on all enemies beneath it, while the other engulfs a target in flames, also damaging all that come near. If an enemy or multiple enemies charge at you, unleash one of these spells to create a wall of damage between you. Wave of Flame is another high-powered spell that can deal with multiple enemies, sending fire out in a circle around the Wizard. These give you a moment to either run to create distance or to take advantage of an already-suffering enemy with your melee weapon.

Constant spells are unique to the Wizard and come in three different varieties; Wizard Beam, Cone of Frost, and Cone of Fire. These spells cast for as long as you hold the activate button or until all mana is depleted. Because of the threat of depleting your mana, pay close attention to your mana supply while executing these spells. All three can inflict a hefty amount of damage quickly. And in the case of the Wizard Beam, the damage can spread from enemy to enemy via tendrils. Use these spells sparingly due to the high mana cost and unleash them when you find yourself backed into a corner, or when facing a large enemy on which you need to inflict major damage in a hurry.

The Wizard also can cast a mock shield of flames around him- or herself with Fire Flares. This move sends flames circling around the caster, inflicting damage to anything that comes in contact. This is most helpful at later levels when enemies are more avid about pursuing the vulnerable

Wizard. Frost Armor also acts as a shield for the Wizard when melee is unavoidable. Though it does not completely prevent damage, it does reduce the amount of damage taken and gives a chance to return damage when the armor is struck by an enemy.

One of the more useful moves by far is Root. This spell brings enemies to a halt, leaving them vulnerable to ranged attacks or providing a window of escape for the Wizard. At later levels, you can cast this move repeatedly to immobilize more than one enemy at a time. It is worth the points to level this move.

The Wizard's weapon-enhancing spells—Cold Weapons, Lightning Weapons, and Fire Weapons—are all great for melee fighting, and when assisting your group. These do not extend to teammates until skill level 6, so level up only one of the three to avoid wasting points. Fire Weapons provides the most damage but is not available until level 20.

Concentration and Endurance are both very useful to the Wizard. With a low starting Strength, Endurance is the only means of being able to carry more mana potions without compromising the amount of loot you can carry.

Battle Mage is good for close combat. It gives the Wizard the ability to wield bladed weapons and throwing knives.

Blunt Weapons

Prerequisite: None

Details: This skill increases damage when blunt weapons are used.

This is your skill at using blunt weapons, such as hammers, maces and staffs. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Shock of Frost

Prerequisite: Blunt Weapons

Details: A bolt of ice is fired at enemies for cold damage. Higher rank gives more damage, and shrapnel.

The Shock of Frost spell fires an icy bolt at an enemy, causing cold damage and slightly slowing the affected enemy. The cold damage increases with skill rank. And at higher levels, the icy bolt will shatter on impact, damaging nearby enemies with frozen shrapnel. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage	30–36	38–46	46–55	54–65	62–74	70–84	78–94	86–103	94–113	102–122	110–132	118–142	126–151	134–161	142–170	150–180	158–190	166–199	174–209	182–218
Number of Shrapnel	—	—	—	—	3	3	4	4	4	4	5	5	5	5	6	6	6	6	8	7
Shrapnel Damage	—	—	—	—	27–32	31–37	35–42	39–47	43–52	47–56	51–61	55–66	59–71	63–76	67–80	71–85	75–90	79–95	83–100	87–104

Frost Storm

Prerequisite: Shock of Frost

Details: This area-of-effect spell creates a temporary storm of frost and ice in front of the caster.

When Frost Storm is cast, a storm cloud appears and travels slowly away from your character, raining shards of ice on all enemies in its path. The damage caused by the storm, the size of the cloud, its speed, and duration all increase with skill level. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Damage	22–34	24–36	26–38	27–41	29–43	30–46	32–48	34–50	35–53	37–55	38–58	40–60	42–62	43–65	45–67	46–70	48–72	50–74	51–77	53–79
Radius in Feet	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6
Duration in Seconds	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7

Frost Armor

Prerequisite: Frost Storm

Details: The caster is enveloped in a cold shield that reduces damage and occasionally deals cold damage to attackers.

Frost Armor provides the caster a temporary shield of cold that, when hit by an enemy, has a chance of returning damage. While active, the shield also reduces the amount of damage taken. The percentages and duration go up with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Damage Reduction	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Duration	10	11	11	12	12	13	13	14	14	14	15	15	16	16	17	17	18	18	19	19
Chance of Return Damage	20%	21%	22%	23%	24%	25%	26%	27%	28%	29%	30%	31%	32%	33%	34%	35%	36%	37%	38%	39%

Cold Weapons

Prerequisite: Frost Armor

Details: Gives an ice effect to your weapons. Higher ranks increase damage, duration, aura size, and aura effect.

Cold Weapons gives the Wizard the ability to imbue weapons with magical cold, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Cold Weapons boost will be extended to nearby players in group play. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Additional Cold Damage	14–17	21–25	28–34	35–42	42–50	49–59	56–67	63–67	70–84	77–92	84–101	91–109	98–118	105–126	112–134	119–143	126–151	133–160	140–168	147–176
Duration in Seconds	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20
Aura Size	—	—	—	—	—	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Additional Cold Damage in Aura	—	—	—	—	—	25–30	26–31	27–32	28–34	29–35	30–36	31–37	32–38	33–40	34–41	35–42	36–43	37–44	38–46	39–47

Cone of Frost

Prerequisite: Cold Weapons

Details: Shoots a cone of frost from the fingertips, dealing cold damage to your foes. Higher ranks improve damage, cone width, and range.

The Cone of Frost ability creates a cone-shaped area of damaging cold stemming from the front of your character. This is a constant damage to all enemies caught within its blast. The cone will continue as long as the activate button is held or until all mana is depleted. The amount of damage caused, length of cone, and degree of cone all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Damage	280–420	289–433	298–446	306–460	315–473	324–486	333–499	342–512	350–526	359–539	368–552	377–565	386–578	394–592	403–605	412–618	421–631	430–644	438–658	447–671
Cone Range in Feet	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Degree of Cone	1	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61	65	69	73	77

Bolt of Shock

Prerequisite: Blunt Weapons

Details: Fires a bolt of lightning at creatures. At higher ranks the lightning will chain to others.

The Bolt of Shock fires an orb of electrical energy at enemies, causing shock damage. The higher the skill rank, the more damage the bolt causes. At higher skill levels, the shock damage will transfer from one enemy to others nearby, causing additional damage. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Damage	62–92	69–103	76–114	83–125	90–136	98–146	105–157	112–168	119–179	126–190	134–200	141–211	148–222	155–233	162–244	170–254	177–265	184–276	191–287	198–298
# of Enemies Affected	1	1	1	1	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7

Wizard Beam

Prerequisite: Bolt of Shock

Details: A beam of energy from the caster latches on to enemies. Ranks bring damage and range.

The Wizard Beam emits a continuous beam of energy from your character toward an enemy, causing damage. At later levels, tendrils of energy will extend from the targeted enemy to others nearby, damaging multiple enemies at a time. The Wizard Beam will last as long as the activate button is held or until all mana is depleted. Damage, range, and number and length of tendrils increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Damage per Second	135–162	146–175	157–188	168–202	179–215	190–228	201–241	212–254	223–268	234–281	245–294	256–307	267–320	278–334	289–347	300–360	311–373	322–386	333–400	344–413
Length of Beam	8	8	9	9	9	10	10	10	11	11	11	12	12	12	13	13	13	14	14	14
Number of Tendrils	—	—	—	—	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
Tendril Length in Feet	—	—	—	—	4	4	4	5	5	5	5	5	6	6	6	6	6	7	7	7

Lightning Weapons

Prerequisite: Wizard Beam

Details: Gives an electrical charge to your weapons. Higher ranks increase damage, duration, aura size, and aura effect.

Lightning Weapons gives the Wizard the ability to imbue weapons with magical lightning, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Lightning Weapons boost will be extended to nearby players in group play. To execute this move, it must be assigned to a quick ability button and requires mana.

Lightning Weapons (cont'd)

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Additional Lightning Dmg.	10–12	17–20	24–29	31–37	38–46	45–54	52–62	59–71	66–79	73–88	80–96	87–104	94–113	101–121	108–130	115–138	122–146	129–155	136–163	143–172
Duration in Seconds	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20
Aura Size	—	—	—	—	—	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Additional Lightning Damage in Aura	—	—	—	—	—	21–25	22–26	23–28	24–29	25–30	26–31	27–32	28–34	29–35	30–36	31–37	32–38	33–40	34–41	35–42

Root

Prerequisite: Lightning Weapons

Details: Halts enemies where they stand when successful. Higher ranks increase how many are affected, the duration, and success percentage.

Root will immobilize enemies for a short period, rooting them to the ground and bringing them to a halt. The duration of the root and the number of creatures that can be rooted at a time increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
Mana Cost	88	92	96	100	104	108	112	116	120	124	128	132	136	140	144	148	152	156	160	164
Number of Enemies	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Duration in Seconds	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11
Chance of Success	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%

Shock of Fire

Prerequisite: Frost Storm or Wizard Beam

Details: Hurls an explosive ball of fire at enemies. Higher ranks boost damage and add area damage to the resulting explosion.

The Shock of Fire, when cast, propels a fiery bolt from the Wizard at an enemy, causing damage. Damage increases along with skill rank. Also at higher skill levels, the fiery bolt will explode on contact, engulfing nearby enemies in flames, causing additional damage. The radius of this blast also increases with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Damage	130–194	138–208	147–221	156–234	165–247	174–260	182–274	191–287	200–300	209–313	218–326	226–340	235–353	244–366	253–379	262–392	270–406	279–419	288–432	297–445
Area Damage	—	—	—	—	36–54	38–56	39–59	41–61	42–64	44–66	46–68	47–71	49–73	50–76	52–78	54–80	55–83	57–85	58–88	60–90
Radius	—	—	—	—	2	3	5	6	7	8	10	11	12	14	15	16	18	19	20	21

Fire Flares

Prerequisite: Shock of Fire

Details: Creates flares that orbit the caster. Higher levels give more flares, more impact damage, and area of effect damage.

A number of flames circle around the Wizard when Fire Flares is cast. Each flame can impact an enemy within range, causing damage. This becomes almost a protective shield circling the Wizard, damaging any creature that gets too close. Along with skill rank, the number of flares, their duration, and the damage they cause all increase. At higher levels the flares will explode on impact, causing damage to other enemies within the affected radius. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
Flare's Damage	95–114	100–120	105–126	110–132	115–138	120–144	125–150	130–156	135–162	140–168	145–174	150–180	155–186	160–192	165–198	170–204	175–210	180–216	185–222	190–228
Area Effect Dmg.	—	—	—	—	—	—	32–38	33–40	34–41	35–42	36–43	37–44	38–46	39–47	40–48	41–49	42–50	43–52	44–53	45–54
Number of Flares	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
Flare's Lifetime (Secs.)	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27

Fire Weapons

Prerequisite: Fire Flares

Details: Adds a flame effect to your weapons. Higher ranks increase damage, duration, aura size, and aura effect.

Fire Weapons gives the Wizard the ability to imbue weapons with magical fire, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Fire Weapons boost will be extended to nearby players in group play. To execute this move, it must be assigned to a quick ability button and requires mana.

Fire Weapons (cont'd)

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Additional Fire Damage	21–25	28–34	35–42	42–50	49–59	56–67	63–76	70–84	77–92	84–101	91–109	98–118	105–126	112–134	119–143	126–151	133–160	140–168	147–176	154–185
Duration in Seconds	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18	19	19	20
Aura Size	—	—	—	—	—	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
Additional Fire Damage in Aura	—	—	—	—	—	15–18	16–19	17–20	18–22	19–23	20–24	21–25	22–26	23–28	24–29	25–30	26–31	27–32	28–34	29–35

Fire Storm

Prerequisite: Shock of Fire

Details: A storm of fire is created that sets the enemies within it alight. At higher ranks the damage, radius, and duration go up.

The Fire Storm is a spell that, when cast, unleashes a fiery storm around a creature, causing it and anyone nearby damage. Higher skill ranks increase the damage caused, the storm's duration, and the size of the area the storm affects. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Damage	108–130	110–132	112–134	114–137	116–139	118–142	120–144	122–146	124–149	126–151	128–154	130–156	132–158	134–161	136–163	138–166	140–168	142–170	144–173	146–175
Radius	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
Duration	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8

Cone of Fire

Prerequisite: Fire Storm

Details: Fires a cone of flame in front of the caster. Higher rank gives more damage and a larger cone.

The Cone of Fire ability creates a cone-shaped area of damaging flame stemming from the front of your character. This is a constant damage to all enemies caught within its blast. The cone will continue as long as the activate button is held or until all mana is depleted. The amount of damage caused, length of cone, and degree of cone all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
Damage	380–456	391–469	402–482	413–496	424–509	435–522	446–535	457–548	468–562	479–575	490–588	501–601	512–614	523–628	534–641	545–654	556–667	567–680	578–694	589–707
Degree of Cone	30	30	30	31	31	31	31	31	32	32	32	32	32	33	33	33	33	33	34	34

Wave of Flame

Prerequisite: Cone of Fire

Details: A wave of fire expands from the caster, engulfing enemies in flames. Higher ranks do more damage at a larger radius.

A ring of fire emits from the caster, expanding out to a determined radius. Any enemies within the radius will succumb to fire damage. Fire damage and radius will increase with skill level. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
Damage	168–252	184–276	200–300	216–324	232–348	248–372	264–396	280–420	296–444	312–468	328–492	344–516	360–540	376–564	392–588	408–612	424–636	440–660	456–684	472–708
Radius	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11

Concentration

Prerequisite: Blunt Weapons

Details: This skill increases your mana regeneration rate.

Placing points into Concentration increases the natural rate at which your mana regenerates. The higher the skill rank, the faster the rate of regeneration. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Mana Regeneration Rate	135%	150%	165%	180%	195%	210%	225%	240%	255%	270%	285%	300%	315%	330%	345%	360%	375%	390%	405%	420%

Endurance

Prerequisite: Concentration

Details: This skill increases your carrying capacity.

Placing skill points into Endurance will increase the amount in pounds that your character can carry. As your skill rank increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Endurance (cont'd)

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Carrying Increase (lb.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Bind Wound

Prerequisite: Endurance

Details: This skill increases your health regeneration rate.

Placing skill points into Bind Wound increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Battle Mage

Prerequisite: Endurance

Details: Enables you to wield one-handed bladed weapons, as well as throwing knives.

Battle Mage enables the Wizard to use bladed weapons and throwing knives. Increase the damage done by these weapons by placing skill points into this ability. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Percent of Damage	80%	84%	88%	92%	96%	100%	104%	108%	112%	116%	120%	124%	128%	132%	136%	140%	144%	148%	152%	156%

Dark Elf Shadow Knight

Primarily a melee class with some disease and pet spells.

Beginning Stats	
Strength	28
Intelligence	30
Dexterity	27
Stamina	30



Advantages

- Mainly a melee fighter, the Shadow Knight is capable of causing great damage in close combat with an assortment of supplemental disease and pet spells.
- The Shadow Knight can summon an undead minion to fight on his or her behalf with the Summon Skeleton spell. Raise Army resurrects fallen enemies to also fight for the Shadow Knight.
- This character wields many disease-based spells ideal for weakening enemies.
- The Shadow Knight possesses one of the single most deadly moves in the game, Harm Touch.

Disadvantages

- Neither the strongest melee class, nor the strongest caster class, the Shadow Knight must find a balance of magic and melee to be a dominating force.
- Most of the Shadow Knight's spells have a higher mana cost than those of other classes. Keeping a sharp supply of mana is an important chore.
- Ranged attacks are limited, forcing the Shadow Knight to engage in close combat and close-range spell casting.

Character Analysis

The Shadow Knight plays on the darker side of the fence, using disease spells to weaken enemies, then closing in for the kill with deadly precision from melee attacks. Able to use most weapon types, this Dark Elf is a proficient fighter and becomes even more dastardly when invoking skeleton minions or dead enemies as allies. If the Shadow Knight cannot overpower an enemy with sheer strength and might, he or she will simply step back and cast a disease spell, weakening foes to the point of near death, then return for the kill. Once an enemy has fallen, the master of dark arts attempts to steal the dissipating life force with Life Tap, transferring life, mana, or experience back to the Shadow Knight. All of these traits are unique to this class, as no one else would dare meddle with these combat methods.

The Shadow Knight requires a player to find a balance between melee and magic. Whether called upon to fight up close or to slowly maim an enemy to near death, the Shadow Knight has both the abilities and disturbing behavior to do so. These spells and effective combat abilities make the class a blast to play.

Know Your Role

Solo

- Because of proficiencies in multiple facets of combat, the Dark Elf Shadow Knight should place attribute points into intelligence to ensure that mana is always available and into strength to keep up hard-hitting melee attacks. Place points occasionally in stamina to help with the amount of health the Shadow Knight has.
- As you approach an enemy, cast a move like Disease Bolt, which will damage and disease your target. Follow the spell with melee and attack the now-weakened enemy.
- With the ability to summon a skeleton, there is never a need to truly solo. Summon a "pet" to help destroy enemies as you travel throughout the lands. You will not get Raise Army until level 30, but bringing more "pets" to fight on your behalf frees you to attack with whatever means necessary.
- Use Engulfing Darkness when dealing with multiple enemies. This gives an area of effect at higher levels and may leave enemies confused. This move can be cast from a distance, allowing the effects to set in before you enter close combat.
- Disease Trail is a good move for bailing you out of surrounding trouble. This move helps you escape the ensuing danger, leaving behind a diseased cloud that damages enemies who give chase. The quickest way to flee the scene, however, is Shadow Step. Whenever you need to quickly bail yourself out of a sticky situation, cast the spell to be transported to safety.
- Keeping up on current-level armor and weaponry is important—as the enemies become harder to kill, they also begin to deal more damage. Visit the shops and check every breakable object for these items. Also try to keep a steady supply of health and mana potions handy.

- The Shadow Knight doesn't fight as proficiently as the Barbarian and Berserker. Keep this in mind when engaging in combat. Use your weakening spells beforehand, and make use of Disease Blade to boost your melee damage to ensure you do not become overwhelmed or forced to run. Play smart and the Shadow Knight prevails.

Group

- Groups look for the Shadow Knight's weakening spells, such as Disease Bolt, Disease Trail, and Engulfing Darkness. Cast these when the group is dealing with multiple enemies.
- Cast Disease Shield on yourself as you enter melee. This damages all enemies that attempt to hit you or get near you, while others beat on them, increasing the damage taken by enemies.
- With multiple people killing enemies, sneak in your Life Tap each time a foe falls. While this benefits only the Shadow Knight, there is no reason to let the dying enemies go to waste.
- If there are multiple tank classes in your group, stay back and lend help in the form of your weakening spells. If it's needed, do your part in melee and look for health boosts from the Ranger and Cleric. The Shadow Knight can easily play to the needs of the group and should always do so.
- Unleash Harm Touch, one of the most deadly spells in the game, on larger enemies or when a fellow teammate is in dire trouble. This delivers a large amount of damage quickly and can be a lifesaver to a teammate suffering at the hands of an enemy.

Skill Tree

The skill tree can be accessed by clicking on the Special Abilities tab of the Character Detail screens (SELECT).

Skill Recommendations



All weapon types are available to the Shadow Knight, so the first decision is which to put skill points into, Blunt Weapons or Slashing. Both of these abilities increase the amount of damage dealt with their respective weapon type. Refrain from placing points into these until you come across a weapon type that suits your fighting style or simply a weapon you think looks cool. It is also possible to not place any skill points at all into these traits so the Shadow Knight is not limited one weapon type. Instead, place points into one of the Shadow Knight's moves that you find most useful.

The main area of expertise for the Shadow Knight is the ability to disease enemies, slowly depleting their life. These are also the most used and effective of the available spells. Disease Bolt becomes available early in the game and is one of the most useful throughout. This move injures an enemy and leaves it diseased, continuing to cause damage. At later levels this spell tracks down and seeks out enemies to infect, a great bonus by any standard.

Disease Trail is another ghastly spell that infects an enemy with cooties. This one, however, leaves a cloud of disease behind the Shadow Knight, harming any pursuers.

The third spell in the disease line is Disease Shield, proof that not all of the Shadow Knight's spells are aggressive. Protecting the Dark Elf with a cloud of infectious fumes, the Disease Shield damages any enemy that nears the Shadow Knight and steps into the shield's effect radius. Cast this as you enter melee combat to affect all enemies that engage in combat with you. Placing more skill points into this move increases the damage and the radius in which it affects enemies. Riposte redirects damage taken back to the attacker. An eye for an eye.

Engulfing Darkness weakens enemies and aids in approaching multiple foes. As you near a group of would-be attackers, cast this dark cloud of damage in their direction. A shroud of darkness blankets the targeted enemy and affects others, wreaking havoc and possibly confusion. Melee battle will then be cake.

One of the most deadly moves in the game, Harm Touch can only be cast once every few seconds as it causes a great deal of damage to those on the receiving end. At beginning levels, this move causes a minimum of 336 points of damage, and at higher levels it can inflict up to 778 points of damage in a single cast. Though this move is not available to the Shadow Knight until level 25, it quickly becomes one of the best ways to follow up a disease spell. Once an enemy is weakened, Harm Touch will certainly cripple whatever is left. Keep this move leveled up at high levels, but beware the high mana cost. Reserve this spell for enemies that give you the most trouble.

As if sickening enemies isn't enough, the Shadow Knight then has the ability to steal whatever life force they have remaining when they fall, through Life Tap. Once an enemy has fallen, press the block button for a chance to siphon life, mana, or even experience from the fallen corpse. The Life Tap can give you free life. The higher you level this move, the better your chances of siphoning from an enemy.

Summon Skeleton and Convert Undead both turn an otherwise hostile skeleton into a friend. Summon Skeleton allows the player to call up a skeleton from the ground as an ally. It remains at your side until killed, and at higher levels it has a better chance of appearing with weapon in hand. Convert Undead turns undead into friends of the Shadow Knight, keeping them from attacking you. Both spells can be useful, but leveling up Convert Undead may be a bit of a waste, for not all enemies in the game are living dead.

Whenever you find yourself in trouble, Shadow Step quickly rescues the Shadow Knight from harm's way and transports you to safety. This leaves behind a moment of confusion, and at higher levels it leaves behind fires that engulf the confused enemy. This move should be leveled up because it can save the Shadow Knight on countless occasions. Or simply use it to lure multiple enemies into one area while you escape to approach them all from another direction.

Raise Army, like Summon Skeleton, allows the Shadow Knight to raise pets to fight as his allies. This spell raises nearby dead enemies, but they have only a percentage of their normal health. Regardless, once this spell finally becomes available (level 30), it is fun to bring the dead back to life to do your bidding.

Finally, Bind Wound, which increases the regeneration rate of health, and Endurance, which increases carrying capacity, are in the Shadow Knight's bag of tricks. Invest in Bind Wound since a majority of the Shadow Knight's fighting takes place up close. Investing in Endurance, however, is a player preference ; if you find yourself constantly bogged down by loot, increase your weight capacity or simply make frequent runs to the shop to sell your stored items.

Blunt Weapons

Prerequisite: None

Details: This skill increases damage when blunt weapons are used.

This is your skill at using blunt weapons, such as hammers, maces, and staffs. Placing skill points into this ability increases the damage dealt by blunt weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Disease Bolt

Prerequisite: Blunt Weapons

Details: Fires a bolt of disease at a target. At higher levels the bolt does more damage and tracks its target.

Disease Bolt is a bolt of contagious disease fired at an enemy that causes damage and lingering disease that continues to damage the target. The initial damage and lingering damage from disease increase with skill rank. At later levels the Disease Bolt tracks enemies. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Damage	30–36	39–47	48–58	57–68	66–79	75–90	84–101	93–112	102–122	111–133	120–144	129–155	138–166	147–176	156–187	165–198	174–209	183–220	192–230	201–241

Disease Trail

Prerequisite: Disease Bolt

Details: A stream of diseased cloud is left behind the caster; as rank goes up so does damage and duration.

Disease Trail creates a cloud of deadly vapors behind the Shadow Knight that causes damage to enemies who come in contact with the cloud. They continue to take damage for as long as they are in contact with the diseased cloud. The duration of the cloud and the damage it inflicts increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Damage per Second	10–12	12–14	14–17	16–19	18–22	20–24	22–26	24–29	26–31	28–34	30–36	32–28	34–41	36–43	38–46	40–48	42–50	44–53	46–55	48–58
Duration in Seconds	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9

Disease Shield

Prerequisite: Disease Trail

Details: A disease cloud that follows the character. At higher ranks the damage, radius, and duration go up.

The Disease Shield causes a cloud of infectious fumes that linger around your character, causing damage to any enemy that steps into its area of effect. The cloud remains around the character until the end of its duration. The duration, damage caused, and area-of-effect radius all increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Damage per Second	20–24	22–26	24–29	26–31	28–34	30–36	32–38	34–41	36–43	38–46	40–48	42–50	44–53	46–55	48–58	50–60	52–62	54–65	56–67	58–70
Radius in Feet	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7
Duration in Seconds	5	5	5	6	6	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10

Shield Bash

Prerequisite: Disease Shield

Details: A rushing attack that requires a shield. Delivers high damage and a chance of stunning enemies.

The Shield Bash is a charging attack that uses a shield to damage and possibly stun enemies. The amount of damage from the bash increases with each skill rank. In addition, the chance of stunning an enemy and the duration of the stun increase as more skill points are placed into the ability. At higher skill ranks, the number of enemies bashed in a single attack also increases. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	12	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Damage	40–60	48–72	56–84	64–96	72–108	80–120	88–132	96–144	104–156	112–168	120–180	128–192	136–204	144–216	152–228	160–240	168–252	176–264	184–276	192–288
Percent Chance of Stun	20%	22%	24%	26%	28%	30%	32%	34%	36%	38%	40%	42%	44%	46%	48%	50%	52%	54%	56%	58%
Number of Enemies	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
Duration of Stun (Secs.)	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14

Disease Blade

Prerequisite: Shield Bash or Convert Undead

Details: Gives a disease effect to your weapons. Higher levels increase damage, duration, aura size, and aura effect.

Disease Blade gives the Shadow Knight the ability to imbue weapons with disease, causing additional damage to enemies. The duration of the melee boost and the damage increase with skill rank. At higher levels, the Disease Blade boost extends to nearby players in group play.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
Additional Poison Damage	21–25	23–28	25–30	27–32	29–35	31–37	33–40	35–42	37–44	39–47	41–49	43–52	45–54	47–56	49–59	51–61	53–64	55–66	57–68	59–71
Duration in Seconds	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53
Aura Size	—	—	—	—	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
Additional Poison Dmg. in Aura	—	—	—	—	19–23	20–24	21–25	22–26	23–28	24–29	25–30	26–31	27–32	28–33	29–34	30–35	31–36	32–37	33–40	34–41

Harm Touch

Prerequisite: Disease Blade

Details: Massive boost in damage to melee attacks.

Harm Touch is a melee attack that causes great damage to an enemy on the receiving end. Once this ability is used, the caster must wait a duration of time before being able to use it again. As skill rank increases, the damage caused increases as does the time in between casts. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Damage	336–504	346–518	355–533	365–547	374–562	384–576	294–590	403–605	413–619	422–634	432–648	442–662	451–677	461–691	470–706	480–720	490–734	499–749	509–763	518–778
Recast Time	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	11	11	11

Slashing

Prerequisite: None

Details: This skill increases damage when slashing weapons are used.

This is your skill at using slashing weapons, such as swords and axes. Placing skill points into this ability increases the damage dealt by slashing weapons. The damage you inflict with such weapons increases by 5 percent each time a skill point is invested, raising your character's skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Damage Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%	105%	110%

Life Tap

Prerequisite: Slashing

Details: Enables you to convert your foe's essence into mana or health. Hold down the block button after slaying an enemy to retrieve your bounty.

Life Tap gives the Shadow Knight a chance of stealing the dissipating life energy of defeated enemies. To use this feature, press the block button after defeating an enemy. Stolen life energy boosts your character's own health, mana, or even experience. As skill rank increases, the chance of a successful tap and amount of benefit both increase. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Chance of Essence Leaving Monster	10%	11%	11%	12%	13%	14%	14%	15%	16%	17%	17%	18%	19%	20%	20%	21%	22%	23%	23%	24%
Number of Units Received	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110

Engulfing Darkness

Prerequisite: Life Tap

Details: Creates a cloud of darkness that confuses and harms enemies. Higher ranks increase damage and confusion.

Engulfing Darkness swallows an enemy in a clinging cloud of damaging darkness that can also cause confusion and continues to cause lingering damage to the target. At higher skill levels, the chance of confusion, the length of confusion, and the initial damage and duration of the cloud all increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
Area Damage	28–42	30–46	33–49	35–53	38–56	40–60	42–64	45–67	47–71	50–74	52–78	54–82	57–85	59–89	62–92	64–96	66–100	69–103	71–107	74–110
Chance of Confusion	50%	52%	54%	56%	58%	60%	62%	64%	66%	68%	70%	72%	74%	76%	78%	80%	82%	84%	86%	88%
Duration of Confusion (Secs.)	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8

Summon Skeleton

Prerequisite: Engulfing Darkness

Details: Raises a skeleton warrior to assist in battle. Higher ranks add an enchanted weapon.

Summon Skeleton produces a skeleton warrior from the ground that fights on behalf of the Shadow Knight until killed. The higher the skill rank in Summon Skeleton, the more powerful the summoned skeleton. Also, at higher levels, the skeleton has a greater chance of appearing with a weapon. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Level of Skeleton	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Chance of an Enchanted Weapon	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

Raise Army

Prerequisite: Summon Skeleton

Details: Raises the corpses of your slain enemies to fight alongside you.

Raise Army allows the caster to reanimate fallen enemies. Only a determined number of enemies within the radius of the spell can be raised. Also, raised enemies have only a percentage of their normal health. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49
Number of Corpses	2	2	2	3	3	3	3	3	3	4	4	4	4	4	4	5	5	5	5	5
Radius	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
Percent of Normal Health	10%	11%	12%	13%	14%	15%	16%	17%	18%	19%	20%	21%	22%	23%	24%	25%	26%	27%	28%	29%

Bind Wound

Prerequisite: Blunt Weapons or Slashing

Details: This skill increases your health regeneration rate.

Placing skill points into Bind Wound increases the rate at which your character's health regenerates. The regeneration rate increases with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Health Regeneration Rate	120%	130%	140%	150%	160%	170%	180%	190%	200%	210%	220%	230%	240%	250%	260%	270%	280%	290%	300%	310%

Endurance

Prerequisite: Bind Wound or Life Tap

Details: This feature increases your carrying capacity.

Placing skill points into Endurance increases the amount in pounds that your character can carry. As your skill rank increases, so does the amount that you can carry. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Carrying Increase (lb.)	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300

Shadow Step

Prerequisite: Endurance

Details: Transports player to a safe place. Higher ranks increase confusion and add fires.

Placing skill points into Shadow Step allows the caster to be transported out of harm's way when cast. The enemy will be left confused and, at higher levels, left to burn in a resulting fire. Confusion duration and number of fires increase with skill rank. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Confusion Length in Seconds	1	1.3	1.6	2	2.3	2.6	3	3.3	3.6	4	4.3	4.6	5	5.3	5.6	6	6.3	6.6	7	7.3
Number of Fires	—	—	—	—	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9

Riposte

Prerequisite: Shadow Step

Details: A creature striking the player has a chance of being hit back.

Riposte grants a player a 10 percent chance of redirecting damage against him or her back at the enemy. The amount of damage returned rises with skill rank. This ability does not cost mana and is always in effect once acquired.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Amount of Dmg. Returned	24–29	28–34	32–38	36–43	40–48	44–53	48–58	52–62	56–67	60–72	64–77	68–82	72–86	76–91	80–96	84–101	88–106	92–110	96–115	100–120

Convert Undead

Prerequisite: Riposte or Summon Skeleton

Details: Converts undead to friendlies. There's a 10-second cast recovery time.

Convert Enemy enables the Shadow Knight to take over an enemy, causing it to no longer be hostile for the duration of the effect. All creatures in the game (other than Undead), animals, and those with particularly strong wills are not affected by the conversion. As skill rank rises, the duration of the spell, the number of enemies able to be converted at a time, and odds of success all increase. To execute this move, it must be assigned to a quick ability button and requires mana.

Skill Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Required Level	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
Number of Enemies	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5
Duration in Seconds	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Chance of Conversion	60%	61%	62%	63%	64%	65%	66%	67%	68%	69%	70%	71%	72%	73%	74%	75%	76%	77%	78%	79%

COMBAT BASICS

Combat Basics

Every new and returning Champion should know a few things before heading off to combat. Some of these things are as simple as knowing the difference between ranged and melee attacks, while others are general tips that make your journey easier. This chapter touches on some of these terms and tactics, and offers you an introduction to basic group strategies.

Attack Types

Each of the seven characters has a unique style of combat and numerous different attacks. These attacks can be broken into three basic categories: melee, ranged, and thrown attacks. In many cases, as with the Wizard, most of these attacks are magical and require mana to perform. Others, however, are just a matter of attacking with the weapon your in hand.

Melee Attacks

Melee attacks are done with a character's weapon and are usually at close range. All characters are capable of performing a melee attack with their available weaponry in combat by pressing ✕. Although all characters have melee attacks, some classes are better at it than others. For example, the Barbarian is the strongest character and therefore is the most proficient at close-combat melee attacking. The Wizard is primarily a caster, specializing in ranged attacks with limited melee combat abilities.



The Barbarian is the master of melee attacks.

When fighting, a majority of damage given and taken is melee damage. However, some enemies have characteristics that help defend against melee attacks, like shields, area-of-effect spells, or numerous friends. In these special cases, ranged attacks may be of more use, so characters like the Wizard and Ranger are more useful against these enemies.

Ranged Attacks

Ranged attacks can be done from a distance and usually involve a projected object. Even if it's only the bow and arrow, all characters have ranged attacks. The Wizard and Ranger are the masters of this style of attack, mainly because of their weaker strength, inability to take damage in close-range combat, and, in the Ranger's case, an impeccable ability with the bow.

Most ranged attacks require mana to perform and are considered special skills that require you spend skill points to acquire them (this can be done in the Character Detail screens). Ranged attacks include magical spells that strike enemies from a distance, and bow and arrow attacks, both of which avoid close-combat melee attacks. The benefit goes beyond simply hitting from afar, as many of these attacks can freeze, poison, or overwhelm an enemy. Once a ranged attack is cast, quickly follow with another or switch to a melee attack. Combining these two attack types is the key to defeating many of the monsters in the world of Norrath.



Count on the Wizard to display some ranged magic, keeping out of harm's way while still dealing a great amount of damage.

Thrown Attacks

A thrown attack uses items found or bought in shops, such as spears and potions, to attack from a distance. A special exception is the Berserker, who can create thrown weapons and relies on them heavily as a primary means of attack. These attacks are most beneficial to the Barbarian and Berserker, who lack ranged spells and must



All characters can use thrown weapons. Here the Berserker throws an axe to attack from a distance.

rely on thrown weapons and bows to attack from a distance. Thrown weapons can, however, be used by most characters and are usually found in breakable objects, such as barrels and crates. Except from the Berserker, these items do not draw from mana and are found or bought in limited quantity. To execute a thrown attack, equip the desired item and press ✕.

General Strategies

A few basic tactics apply to all characters when fighting. These are general, but they give you an insight into how to survive and approach enemies as well as how to interact with the environment. The "Classes" chapter of this guide covers in-depth character-specific strategies.

Allocating Ability Points

Where to place allocation points at the Character Selection menu may be the most important decision you make for your character. These points boost the attributes that are most crucial to the character of your choice. These attributes are strength, intelligence, dexterity, and stamina (see "The Basics" chapter for more detailed breakdowns of each attribute).

The amount of points you put into each of these is entirely up to you, but before you go putting intelligence into the Barbarian, look into the "Classes" chapter of the guide to find which attributes most help your character. It should be obvious that intelligence, which affects your mana, is not as important to a nonmagical character like the Barbarian as is strength, which affects the amount of damage caused in melee.

The following is a quick reference to the most important attributes to each character. However, it is still a good idea to look into the "Classes" chapter to get further detail as to why these are important to each.

Character	Attributes
Shaman	Intelligence, Strength
Berserker	Strength, Dexterity
Barbarian	Strength, Stamina
Ranger	Dexterity, Strength
Cleric	Intelligence, Strength
Wizard	Intelligence, Stamina
Shadow Knight	Intelligence, Strength

Gate Scrolls

Find Gate Scrolls in breakable objects or purchase them from the shop. These allow a character to warp from his or her current location to the shop and back again. These become handy in returning to purchase more supplies and, more importantly, to sell off loot.

Collect everything you come across and, once encumbered, use a Gate Scroll to return to your shop and sell off your hard-earned items. During this time a character can also stock back up on needed potions, armor, and weaponry. Don't forget to keep Gate Scrolls well-stocked. These are cheap to purchase and often pay for themselves with the first item you sell.

Run!

Often there are times when characters find themselves surrounded by enemies, getting pummeled from all sides. This is not a good situation for any character regardless of class. Should this happen, do not be afraid or too proud to run. Let the enemies chase you for a while as you retreat back to an already-cleared portion of the map. *Do not* run into an area that has not already been explored. This only runs you into more enemies, and more problems.

Your opponents eventually stop their pursuit, allowing you to regroup, heal up, and approach the scene again. This method of retreating and living to fight another day is especially important to the Wizard, who does not have the strength to fight off many enemies with melee abilities alone. Many characters do, however, have spells and attacks that lend aid in these situations, but when conserving potions or mana is crucial, remember—you can always run.

Keep the Fight in Front of You

To avoid the previously mentioned situations where a character is surrounded by enemies and forced to run, keep the fight in front of you. By this we mean, let adversaries come to you in corridors and narrow passages where they have to line up to attack you and are unable to circle around you. This keeps the fight in front of your character, where melee attacks and spells are most effective, and prevents all the enemies from hitting you at once.

This can also be done in a large area by making large circles around foes, to keep them from getting behind you. Once facing an enemy, attack with whatever means necessary and retreat some, circling to keep the enemy or enemies in front of you. Whatever your method, try everything in your power to keep enemies from swarming around you and all hitting you at the same time. Again, if all else fails, run.

Attack the Caster First

Many times throughout your journey you come across enemies that, when killed, come back to life to attack you again. This is because a caster is nearby reviving the fallen. The caster must be destroyed before you can make any real progress. Finding casters is easy; they're the ones glowing purple. Killing the casters, however, can be a little more tricky, because they run at the first sign of trouble. In addition to reviving slain foes, casters send spells in your direction while their pals continue to beat on you. Chase down the casters and kill them first.

They usually fall in a just a few hits, making it possible to turn your attention to their cohorts.

It may be necessary to fight through the surrounding enemies to reach the caster. This is a safety precaution so that the enemies that you pass by in search of the caster do not enclose you and block your avenue of retreat. In rare cases, there may be more than one caster. Stick to the game plan and kill each caster before wasting too much time and energy on enemies that will only be revived.

Co-op Strategies

Fighting through the world of Norrath is a blast on its own, but add a buddy or two, or three, and you've got yourself a party. And you also have a whole new set of fighting tactics. Most group tactics are going to be character-specific and can be found in each character's section of this guide. But to recap and generalize, here are some things to remember when fighting with friends.

Know Your Role

Each character has his or her own specialty when fighting in a group. The Barbarian and Berserker are the tanks doing most of the melee attacks. The Cleric and Shaman can act as healers, lending support to the group and aiding in melee combat. The Wizard is the magic user, lending a magical hand with devastating long-range attacks. The Ranger helps the Wizard with ranged attacks and plays a hand in melee when needed. And the Shadow Knight, and Shaman at times, are responsible for weakening the enemies as they are faced and giving aid in the melee department. Knowing your role plays a big part in group play. A Wizard trying to melee attack everything does more harm to a group than good. Play to your character's strengths and the entire group prospers.

Again, you can find character-specific strategies for group play within the Classes section of this guide.

Share!

It's easy to get caught up in snatching gold and treasures before anyone else in the group, but doing so often leaves someone to fight alone, or simply leaves characters out of the booty. First priority should be killing enemies on the screen, then moving to collect the goodies strewn about and left behind. If your character gets an unusable item, pass it on to someone who can use it. If a character like the Ranger finds splint armor, give it to the melee fighter, where it is more needed, until another one comes available. Disperse items found to suit the needs and roles of other group members.

To share items with fellow teammates, drop the item from inventory so it can be picked up by the person who wants or needs it.

Communicate

If you are playing multiplayer, chances are you and your friends are in the same room. Talk to each other and let others know of your intentions. This prevents people from getting stuck in the level. For example, if two players are trying to press on and one player is going to try to pick up a passed item, neither party is going to be able to move due to the limits of the screen. This can sometimes trap a player against an enemy that he or she can't see, causing great, but avoidable, damage. Communicate and this should never happen.

During Internet play, you can't freely communicate as you would in a room full of your teammates. This is not a problem, however; just continue to play as if you were playing with your best buds, and stick to the same tactics and practices that you would with them. This means to continue to share and play your role to best benefit the team.

Have Fun

This game is even more fun with multiple players. Have fun with it and don't let arguments over gold, loot, or incidental kills get you down. Play as a team and look out for each other. With that said, go out, make some friends, and have a blast!

Internet Games

When playing over the Internet, keep in mind that communication with one another may be nonexistent, so remember your group tactics for your character. Play to your strengths to best help the group and there should be few problems.

Most importantly, be courteous. Just because you can't actually see the people playing with you does not mean they are not part of your team. If you find loot better suited for someone else, give it up. Share and you find people are more apt to share with you. If a player is in desperate need of aid, help out, even if it means putting yourself at risk. If you hold true to all of the other co-op suggestions, you find that playing with strangers over the Internet is as much fun and exciting as playing your closest friends. You might even learn a thing or two.

ENEMIES

You face many different types of enemies in your adventures through the planes. Below is an alphabetical listing of them all. Stats and tactics are included to help you defeat each of them with the utmost efficiency.

Reading the Tables

The stats in the tables are not hard numbers; they are multipliers used to calculate the strength of enemies as they appear within various levels of your current game, and within different difficulty settings chosen at the title screen.

For example, a warboar encountered in the Plane of War bonus level will have significantly fewer hit points than a warboar encountered in the Plane of Valor. Further, enemies encountered in the Champion difficulty setting would be astronomically superior to their counterparts in the Adventurous setting.

So, you can gain useful information from the multipliers if you compare an enemy's numbers against the other enemies you will be facing. For example, let's say you will be encountering kobolds and ogres on your current level. You'd see the following tables:

Type	HP	AC	Damage	Attack	XP
Ogre	7.5	1.5	2.8	5	5

Type	HP	AC	Damage	Attack	XP
Kobold	0.7	1	0.8	0.7	0.8
Tough Kobold	2.5	0.8	1.5	1.8	1.9
Kobold Shaman	1.8	1.8	1.4	1.4	1.9

Across the board the ogre is a stronger opponent. Its hit point multiplier of 7.5 far exceeds even the tough kobold's score of 2.5. It will take far more damage to bring an ogre down than it will to fell a kobold.

So, what do the table headings mean? Here's a simple explanation of each attribute:

HP: Refers to the monster's hit points, or how much damage it can take before it is defeated. A high HP multiplier means it'll take considerable damage to bring the beast down.

AC: Refers to the monster's armor class. The higher the AC multiplier, the less damage the creature will take from your attacks. Think of it as damage reduction. Further, very high AC values will cause your attacks to miss more often.

Damage: Damage refers to how much damage the creature causes. The higher the damage multiplier, the more you feel the effects of its attacks. You can reduce the amount of damage you take by increasing your own AC.

Attack: Refers to how much the creature's attack ignores player AC. The higher the multiplier, the more damage bypasses your armor.

XP: This number refers to the experience gained for defeating the creature. Stronger creatures generally yield more experience than weaker ones. Note that the yield isn't linear. It is more beneficial to kill a creature with 5 XP than to kill five creatures with 1 XP.

Aside from specific information on a particular creature, a general understanding of the stat tables should tell you that while many enemies can be attacked head on with reckless abandon, some creatures out there will make you pay for your carelessness and impatience. Even the strongest armor and most damaging weapon will not see you through an encounter against an enemy that has high HP and Attack values. You need to employ some strategy to get through this alive, so take some time to read the descriptions that follow. It may be the difference between completing a level and restarting at the nearest checkpoint.



NOTE

Boss stat tables are included in the walkthrough.

AMPHIANS

Encountered: Norrath (The Pit of Ill Omen)

Type	HP	AC	Damage	Attack	XP
Amphian	3	2	1.5	2	2



Amphians have a projectile poison attack that deals damage over time whether you block it or not. Dodge the poison and either hit the amphian from a distance or close in to melee range.

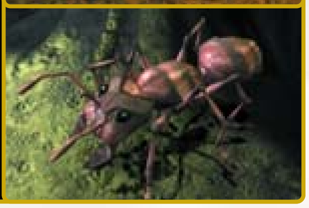
When up close, the amphian will strike with its powerful claws. Block the strikes and hit back. Observe which of its arms it swings to accurately time your counterattack. Block a right-handed attack and immediately hit back. However, if it attacks with its left hand, you'll need to block two successive swings before you can safely counterattack.

ANTS

Encountered: Plane of Disease

Type	HP	AC	Damage	Attack	XP
Ant Blocker	1	1	1	1	1
Ant Drone	1.5	1.4	0.7	1	1
Black Ant	1.4	1.2	0.5	1	1
Red Ant	1.3	1.2	0.5	1	1
Tough Ant	3	1.5	1.5	1	1





The ants that populate the Arachna Caves in the Plane of Disease come in several varieties. The small ants are no bother and can be cut down in short order. The larger drones spit poison and boast higher hit points than their diminutive brethren, but they too are easily dispatched.

AVATARS OF AGONY

Encountered: Plane of Torment, Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Avatar of Agony	4	1	1.5	1	1.8

The avatar of agony is a monstrous, tentacled abomination and a tough beast to bring down. It has no ranged attacks, and all of its melee attacks are blockable. If you know when

AVATARS OF AGONY (CONT'D)

to strike back, the avatar doesn't stand a chance.



Block until it leads with a quick swipe from its right arm. Continue blocking as it follows with a slash from its other arm and then a devastating blow from its central appendage. Counterattack and then resume a blocking stance. Repeat until the abomination perishes.

BLACK WIDOWS

Encountered: Plane of Disease

Type	HP	AC	Damage	Attack	XP
Black Widow	1	1.2	1	1	1



Equip any items that grant poison resistance before taking on the black widows. Even successful blocks can leave you poisoned. From a distance the widows will fire a web at you. If you become ensnared, the widows drag you to them. You can break the web by running away from the widow that wove it.

BUBONIANS

Encountered: Plane of Disease, Plane of Storms

Type	HP	AC	Damage	Attack	XP
Bubonian	1	1	1	1	1
Bubonian Archer	1	1	1	1	1
Bubonian Shaman	1	1	1	1	1
Tough Bubonian	1.5	1.5	1.5	1.5	1.5



Bubonians are more of a nuisance than a threat, unless there is a shaman around. Offensive spells and ranged weapons are enough to knock the creatures back and out, but if they get in close, simply block their simple attacks and then take them down.

You'll know a shaman by its purple aura. Destroy it first or fight fallen bubonians over again.

CAUTION

When bubonians die, their corpses are highly infectious. Step near them and you'll become diseased.

BUBONIANS (CONT'D)

NOTE

The first time you enter the Caves of Mount Grenidor, within the Plane of Storms, the bubonians are powered by the Shard of Storms and are invincible. Once the shard is taken from the corpse of the snow boss, the bubonians revert back to their weak selves.

CLOCKWORKS

Encountered: Plane of Innovation

Type	HP	AC	Damage	Attack	XP
Clockwork Cutter	1	2	1	1	1.3
Clockwork Hammer	1	2.5	1.4	1	1.5



The clockworks are malevolent creations built from pieces of scrap found in the Plane of Innovation. The "hammer" variety has two large mallets for hands, so they must get in close to deal damage. Use ranged weapons or spells to dispatch them easily. All of the hammer's attacks are blockable.

The "cutter" fires bursts of projectiles at the adventurer. Block them and return fire.

CAUTION

Never linger near a defeated clockwork hammer. When destroyed they may explode, damaging their immediate surroundings.

NOTE

Casters take note; the clockworks are resistant to electrical damage.

CREEPS

Encountered: Plane of Torment, Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Creep	1	1	1	1	1



Creeps are dexterous, fast attacking, and plentiful. They are great blockers, so many an arrow, spell, or swing will glance off of their raised scythes. The old strategy of block and attack doesn't work with them because they will assume a blocking stance as soon as you do. It's best to just hit them from a distance or hack right through them.

DARK ELVES

Encountered: Plane of Valor (Bonus Level), Plane of Torment (Bonus Level)

Type	HP	AC	Damage	Attack	XP
Female Dark Elf	1.4	1.2	1	1	1
Female Dark Elf Necro	1	1.2	1	1	1
Female Dark Elf Soldier	1.4	1.2	1	1	1
Male Dark Elf	1.4	1.2	1	1	1
Male Dark Elf Archer	1.4	1.2	1	1	1
Male Dark Elf Assassin	1.4	1.2	1	1	1
Male Dark Elf Knight	1.4	1.2	1	1	1
Male Dark Elf Soldier	1.4	1.2	1	1	1
Male Dark Elf Spear	1.4	1.2	1	1	1
Male Dark Elf Star	1.4	1.2	1	1	1





The dark elves are masters of combat and necromancy. They are fast attackers capable of quick melee combos or multiple, simultaneous ranged attacks. When their ranks are reinforced by a necromancer or two they are deadly. The dark elf necromancer can cast devastating area-of-effect spells, summon a skeleton ally, resurrect fallen comrades, and imbue weapons with magical properties. Their weakness is their low hit points. Once you break through their ranged defenses, cutting them down is relatively easy.

TIP

When taking on the dark elves in the Plane of Valor bonus mission, make sure your resistance to all magic types is as high as possible.

DRACHNIDS

Encountered: Plane of Disease, Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Drachnid	2.2	1.2	2	2	2



Melee fighters beware; this is one tough opponent. Stun effects work well, but if all you have is your weapon, you'll need to be a flawless blocker. Time your counter-strikes well and guzzle health potions when poisoned.

DRACHNIDS (CONT'D)

Strong spells will knock the drachnid back, so casters should pummel the creature mercilessly until it falls.

Beware its web. Unlike the widow's web, the drachnid web remains for a long time, ensnaring all those who attempt to pass through it.

TIP

If all else fails, run the drachnid in tight circles, pausing only to attack. If done correctly, the drachnid won't get a hit in.

DROIDS

Encountered: Plane of Innovation

Type	HP	AC	Damage	Attack	XP
Droid	0.6	1	3.5	1	1



Droids are machinations of singular intent. Their only purpose is to explode as close to you as possible. Once they get close enough to you they light their own fuse, which just so happens to give you enough time to either run away or deliver the killing blow. Make your decision quickly!

TIP

Consider letting the droids fulfill their only purpose by exploding. Just let them do it near other enemies. Oh, the irony!

EARTH ELEMENTALS

Encountered: Plane of Storms

Type	HP	AC	Damage	Attack	XP
Earth Elemental	3	1.2	1	1	1



The earth elementals closely resemble the lava monsters encountered in the Plane of Fire, so don't let them scare you. They hurl giant clumps of earth at you until you get close. Once you are face to knee with the giants, be wary of their two-punch combination. Block both of the swings and answer back with one of your own.

TIP

Melee classes pay attention. The elemental is completely vulnerable for the few seconds that it takes it to reach into the ground, grab a ball of dirt, and hurl it at you. Use that time to close the distance and get a few hits in.

FESTERING HAGS

Encountered: Plane of Disease

Type	HP	AC	Damage	Attack	XP
Festering Hag	3	1	2	1	1.7



Hags have a couple of damaging lightning spells at their disposal. The first is a Bolt of Shock that is easily dodged due to its slow speed. The second is an area-of-effect lightning storm that causes severe damage to any caught in its eye. Fortunately, the ground will glow just before the spell hits—your signal to run to safer ground.

Hit the hags from range if possible. If not, get into melee range quickly to negate their spells. Block their damaging claw attacks and finish them with a few hits from your weapon.

TIP

Equip any items that offer a bonus to magic resistance to ease the damage done by the hag's spells.

NOTE

Hags are immune to the Wizard's Bolt of Shock spell.

FIRE BEETLES

Encountered: Norrath (The Pit of Ill Omen), Plane of Fire (Medal Round)

Type	HP	AC	Damage	Attack	XP
Fire Beetle	1	1.2	1	1	1.2



These little bugs are easily squashed. At close range they have a weak bite attack that is easily blocked, and at a distance they rely on a fireball that is slow moving and highly inaccurate. Dispatching these nuisances is no problem.

FIRE DEMONS

Encountered: Encountered: Plane of Fire

Type	HP	AC	Damage	Attack	XP
Fire Demon	1.4	1.2	1	1	1



The fire demons are living flames that have the ability to cast fireballs and firestorms. Move continuously to ensure you aren't caught by their spells, and extinguish them from a distance.

FIRE DEMONS (CONT'D)

CAUTION

Unlike the fire goblin shaman's firestorm spell, which lights up the ground where it is about to strike, the fire demon's firestorm target is not predictable.

FIRE GOBLINS

Encountered: Plane of Fire

Type	HP	AC	Damage	Attack	XP
Fire Goblin	0.7	0.7	1	0.7	0.8
Fire Goblin Archer	0.8	0.8	1.4	0.8	1
Fire Goblin Leader	2	1.6	1	1.4	1
Fire Goblin Shaman	1.2	1	1	1	2
Fire Goblin Soldier	1	1.5	1	1.5	1.2



Like the orcs, skeletons, and bubonians, the fire goblins come in many varieties and are individually rather weak. Problems arise when you encounter a group of them backed by a shaman or two. The problem is multiplied if they have archers wielding magic bows within their ranks. Take out the shamans first or they'll resurrect any fallen comrades. And yes, if a soldier with a magic weapon dies and is resurrected, it retains its magical weapon.

The fire goblin leaders are much bigger versions of the regular fire goblin infantry, and thus they command a bit more respect. Hit them from a distance as they rush you. If you knock them down, run up and swing away. You'll get a few hits in before they can regain their balance.

FROGLOCKS

Encountered: Norrath (The Pit of Ill Omen)

Type	HP	AC	Damage	Attack	XP
Froglock	1.1	1	1.3	1	1.2
Froglock with Blowgun	1.1	1	1.2	1	1.2
Froglock with Trident	1.1	1	1.2	1	1.2



Froglocks aren't the most feared fighters around. Their attacks are slow and easily blockable, and they have no defenses except for their thick skin. Cut through them with your choice of weapon.

GHOULS

Encountered: Plane of Torment, Norrath (Faydark)

Type	HP	AC	Damage	Attack	XP
Ghoul	1.2	1	0.8	0.6	1



What the ghouls lack in offense, they make up for in numbers. Get them before they reach you or you'll find yourself surrounded. If you're surrounded, area-of-effect spells work great.

Don't try to block once surrounded—the ghouls love to hop around and attack you from behind.

CAUTION

Melee fighters beware; a ghoul's favorite attack is a tongue lash, which they perform just out of striking distance.

GLADIATORS

Encountered: Plane of War, Plane of Valor, Plane of Torment (Bonus Level)

Type	HP	AC	Damage	Attack	XP
Gladiator	1.4	1	1	1	1
Gladiator (Unarmored)	1.2	1	1	1	1.2
Roman Gladiator	1.8	1	1	1	1





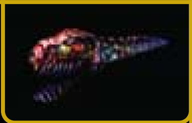
Gladiators have a couple of tricks up their sleeves that make them formidable opponents. If you allow them to swing at you continuously while you block their attacks, they will begin to glow red. Once they glow bright red, their next swing has a chance to knock you down, leaving you vulnerable to further attacks. Attack or tap L1 while blocking to step away before they get to that point.

Gladiators are also very good blockers. If they revert to a defensive position and start blocking your melee attacks, simply continue hacking until they let their guard down, or move to their backside and finish them off.

GNAWS AND GNAW SPAWNERS

Encountered: Plane of Torment (Medal Round), Plane of Disease, Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Gnaw	0.2	0.2	1	0.2	0
Gnaw Spawner	7	1	1	1	2.5




Gnaws and the spawners that spew them forth are incredibly annoying. Hack through the gnaws and destroy the spawners as quickly as possible. The spawners have a great deal of hit points, but they have no attacks of their own.

NOTE

The gnaws found in the Plane of Nightmares (Lost Tomb) do not originate from a spawner.

GOBLINS

Encountered: Plane of War, Plane of Storms

Type	HP	AC	Damage	Attack	XP
Goblin	0.7	0.7	1	0.7	0.8
Goblin Archer	0.6	0.8	1.6	0.8	0.9
Goblin Leader	2	1.6	1	1.4	1.6
Goblin Shaman	0.8	1	1	1	1.6
Goblin Soldier	1.5	1.5	1	1.5	1.5




Goblins enjoy varied offensive roles, much like the bubonians, orcs, kobolds, and dark elves. Goblin shamans are relatively weak, but their command of a few decent offensive spells coupled with their ability to resurrect fallen allies earns them a bit of respect.

Goblin archers are elusive but can be lured around corners where you should be waiting with a raised weapon.

Strong melee classes should have no problem cutting through the ranks of goblin soldiers without the use of health potions.

GREMLINS

Encountered: Plane of Torment, Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Gremlin	0.6	1	1.7	1	1

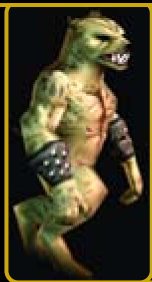


Gremlins resemble creeps, but their weapon of choice is a bow (and their arrows hurt, badly). Try giving chase and they'll quickly retreat to a safer position. Fortunately, they are rather gullible. Show yourself and then immediately duck behind the nearest corner. They'll follow and you can take them out before they can ready an arrow.

KOBOLDS

Encountered: Plane of War, Plane of Disease (Medal Round), Plane of Storms (Medal Round), Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Kobold	0.7	1	0.8	0.7	0.8
Tough Kobold	2.5	0.8	1.5	1.8	1.9
Kobold Shaman	1.8	1.8	1.4	1.4	1.9




Kobolds are the first creatures you encounter within the Plane of War. A few hits from a basic melee weapon or a low-level spell are all that is required to defeat them. They tend to attack in packs, so finish them off quickly before they surround you.

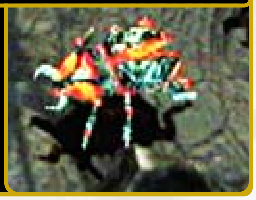
The tough kobolds can take a fair amount of damage, and their attacks aren't too shabby either. Hit them from range if possible. If not, block their attacks before going on the offensive.

Kobold shamans are weak creatures, but their ability to resurrect dead kobolds to rejoin the fight makes them your primary target on the battlefield. Put them down quickly or you'll be fighting previously defeated foes again.

LAVA BEETLES

Encountered: Plane of Fire

Type	HP	AC	Damage	Attack	XP
Lava Beetle	1	1.2	1.2	1	1.2



Lava beetles are the pests of the Plane of Fire. They lob a fireball from a distance that is easily avoidable. Effortlessly dispatched, they provide only a minor distraction.

LAVA MONSTERS

Encountered:

Type	HP	AC	Damage	Attack	XP
Lava Monster	3	1.2	1	1	1



The hulking lava monster's size is impressive, as is its ability to light you on fire, even if you block its attacks. Fortunately, its attacks are slow, so you should have plenty of time to cast a spell or connect with a weapon between its swings.

If the lava monster is standing in the lava, as lava monsters often do, it will hurl balls of magma at you that explode on impact. The ball is easily dodged if you change direction just as it leaves the monster's hands.

MINOTAURS

Encountered: Plane of Disease (Bonus Level), Plane of Valor, Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Minotaur	6	2	2.5	1	2.5





Minotaurs are strong opponents that like to throw their weight around. Knocking a foe back is their specialty, so you had best be a decent blocker or you'll wind up down for the count. They also have a damaging, and quick, two-attack combo, so make sure you keep your guard up long enough before you attempt to counterattack.

MOSQUITOS

Encountered: Plane of Disease, Plane of Valor

Type	HP	AC	Damage	Attack	XP
Mosquito	0.5	2.5	0.8	1.5	1
Large Mosquito	1	2	1	1.5	1



Mosquitos are much more than pests. They strike fast and are difficult to destroy without taking damage. In swarms they can be deadly. Ranged fighters and casters can pick them off before they get too close, but melee

MOSQUITOS (CONT'D)

fighters who don't wish to take damage must pay attention. Each blocked attack will knock the mosquitos back slightly. Often, they get knocked back far enough to give you an opportunity to hit them as they close back in. It takes masterful timing to swat them out of the air without getting hit, but practice makes perfect, and there are plenty of them around.

MUMMIES

Encountered: Norrath (Faydark)

Type	HP	AC	Damage	Attack	XP
Mummy	1	1	1	1	1
Mummy Desert Shaman	1	1	1	1	1
Mummy Desert Soldier	1	1	1	1	1
Mummy Elite Shaman	1.3	1	1	1.2	1.2
Mummy Elite Soldier	1.5	1.3	1.4	1.2	1.3
Mummy Temple Shaman	0.8	1	1	1	1
Mummy Temple Soldier	1.2	1.2	1.2	1.2	1.2





Mummies guard the Unexplored Tomb in Faydark Forest. Mummy shamans play a variety of roles. They cast fairly potent area-of-effect spells, raise their fallen brethren, and imbue the weapons of the mummy soldiers. High resistance helps absorb some of the damage, but there is no substitute for a great ranged attack. Hit the shamans first and then concentrate on the soldiers.

OGRES

Encountered: Plane of War, Norrath (The Pit of Ill Omen), Plane of Torment (Medal Round)

Type	HP	AC	Damage	Attack	XP
Ogre	7.5	1.5	2.8	5	5





Ogres are strong, resilient adversaries. They can knock you down with a powerful cross check, and they have an extremely

OGRES (CONT'D)

damaging three-hit combo that will put an end to even the hardiest adventurers.

Ranged-weapon users and casters can hit them from a distance, but melee fighters will have a tougher time. If you are a melee fighter, clear out all other foes before taking on an ogre. Then move in and block the ogre's onslaught. If you get knocked down, start blocking as soon as you get back on your feet. Ogres have a pattern to their attacks. If it comes with an overhead slam, block it and then get a quick hit in. If it opens with a horizontal slash, keep blocking, as the slash is the beginning of its three-hit combo. Once all three hits are blocked, hit it once or twice and immediately bring your guard back up. Continue the block-and-attack strategy and the ogre will fall.

ORCS

Encountered: Plane of War, Plane of Valor (Medal Round), Norrath (Faydark)

Type	HP	AC	Damage	Attack	XP
Named Orcs	3.8	2.2	1.6	1.2	2
Orc	1.1	0.8	1.1	0.8	0.8
Orc Archer	1.1	0.5	1.4	0.7	1
Orc Leader	1.8	1.2	1.3	1.2	1.2
Orc Shaman	3	1	1.8	1	2.5
Orc Soldier	1.4	2	1	1.3	1.8



Orcs are single-minded creatures bent only on destruction. They are adept warriors with any type of weapon and are usually heavily armored.

Orcs that rely on melee weapons use quick combination attacks that are quite damaging. Hold R1 until they finish their combos, then deal some damage of you own. Their tough armor will absorb some of your blows, so keep hacking until they fall.

Orc archers will run if you get too close. However, they are easy marks for ranged spells or weapons. Note that you can block the orc's nonmagical arrows, but avoid the magic variety.

Orc shamans use a variety of direct-damage and damage-over-time spells to deplete your health. They are easily dodged if you start moving as the shaman starts casting.

SCORPIONS

Encountered: Plane of Disease, Plane of Valor (Medal Round), Plane of Fire (Medal Round)

Type	HP	AC	Damage	Attack	XP
Scorpion	1.4	1.2	1	1	1



Scorpions are another poisonous beast that inhabits the Arachna Caves. The scorpion has no ranged attacks, nor does it possess any unblockable melee attacks. Although its tail will poison you, even if you block it, the poison is short-lived and rather mild. Therefore, it is better to block the direct damage and suffer the damage over time.

SAMURAI

Encountered: Plane of Valor

Type	HP	AC	Damage	Attack	XP
Samurai	1	2.5	1	1	1



The samurai take a page out of the gladiators' book of combat. Like the gladiators, they begin to glow red if you block their attacks. Once they glow bright red, there is a chance they will knock you down with their next swing. If you are caught blocking, tap L1 to step back, out of the sword's range.

Ranged fighters and casters should have no problem taking them down from a distance. Melee fighters should go on the offensive when rushed by a samurai. Don't bother blocking; swing away and take a hit or two. After all, that's why you have health potions.

NOTE

Samurai have one of the best death animations in the game. Every so often one will fall to his knees in defeat, remove his sword, and commit suicide. An honorable death!

SEA MONSTERS

Encountered: Norrath (The Pit of Ill Omen), Plane of Water

Type	HP	AC	Damage	Attack	XP
Sea Monster	5	1.2	2	1	2.0

The crablike sea monsters rely on high hit points and decent damage to outlast a foe in battle. Be patient and block their attacks before dealing damage of your own. Their exoskeletons are tough, but you'll crack them eventually.

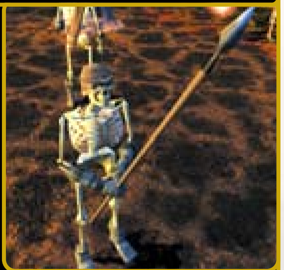


SKELETONS

Encountered: Plane of Water, Plane of Torment (Medal Round), Plane of Valor

Type	HP	AC	Damage	Attack	XP
Skeleton	1.3	1.2	1	1	1

Skeletons are slow and have very slow attacks. Block their ranged or melee attack and then hack or cast away. Remember that the undead are vulnerable to a Cleric's holy line of spells.



CAUTION

Beware the archers that glow red. Their explosive arrows deal a good amount of damage.

SNOW BADGERS

Encountered: Plane of Storms

Type	HP	AC	Damage	Attack	XP
Snow Badger	3	1.6	1.5	1	2

By now you've taken on the warboars within the Plane of Valor. Treat these giant badgers the same way. Block their vicious paw attacks and quickly strike back. They have a lot of hit points, but the fight isn't too challenging.



SNOWMAN

Encountered: Plane of Storms

Type	HP	AC	Damage	Attack	XP
Snowman	3	1.8	1.5	1	2.5

The snowman's stature and attacks resemble the tormentor's attacks from the good ol' Plane of Torment days. Basically, stop them cold from a distance or, if they reach melee range, block until you block the overhead slam, then fight back.



Casters and ranged-weapon users should tap L1 while blocking to gain a little room to fight back.

TORMENTORS

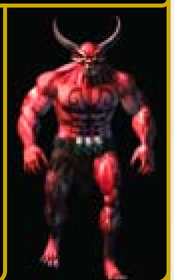
Encountered: Plane of Torment

Type	HP	AC	Damage	Attack	XP
Green Tormentor	3.5	2	2	1	3
Orange Tormentor	3.5	2	2	1	3
Red Tormentor	3.5	2	2	1	2.5
White Tormentor	1.9	2	2	1	3

The tormentors are giant melee creatures that rely on their fists to defeat their foes. It is advisable to defeat these hulks from range, rather than fight them head on. If one does get close, block its long attack combinations and strike immediately after it uses an overhead, two-handed slam. Never turn your back on a tormentor or you'll be restarting at the nearest checkpoint.







UNDEAD KNIGHTS

Encountered: Plane of War (Evil Path Only)

Type	HP	AC	Damage	Attack	XP
Undead Knight	5	4	1.5	2	6

Evil characters must face off against the undead knights within Drundar Arena—their first test to prove their worth to Rallos Zek.

One knight summons a skeleton ally to fight against you. A second knight casts an area-of-effect firestorm. The other two fire homing projectiles that cause disease-based damage overtime.

UNDEAD KNIGHTS (CONT'D)



The bad news is, you take them on all at once.

The strategy is simple; pick out the knight with the axe first and use any ranged attacks at your disposal until it falls. Single out the axe-wielding knight first because he summons the skeleton. The skeleton moves much faster than the knights and is resummoned after it is destroyed. To avoid fighting a fast enemy over and over, defeat the axe knight.

The remaining knights are extremely slow. Pelt them with ranged weapons or spells from a distance. Keep moving, though, so you don't get caught in the firestorm or by the diseased projectiles.

If you must take the fight up close, block their combos and strike between their swings. They will knock you back and down with a shield bash, but if you are blocking, you'll take no damage.

VAMPIRES

Encountered: Norrath (The Pit of Ill Omen), Plane of Nightmares (Medal Round)

Type	HP	AC	Damage	Attack	XP
Vampire	0.8	1	0.8	1	0.8

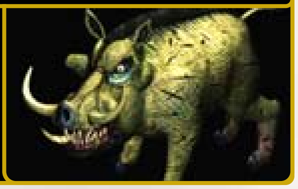


If you managed to save all eight gnomes from the sea creatures on Gnome's Island, Babik will take you to the Gothic Castle. The vampires that inhabit the castle are weak but extremely agile. They'll jump in, strike, and jump back out of melee range. Attack them with melee weapons as they jump in to attack. If you block, they'll hop out of range before you can swing your weapon. Casters and ranged fighters should likewise attack them as they rush in.

WARBOARS

Encountered: Encountered: Plane of War (Bonus Level), Plane of Valor

Type	HP	AC	Damage	Attack	XP
Small Warboar	1	1.2	0.7	1.8	1
Warboar	3	2.2	1.1	1.5	2



With no ranged attacks, the warboars rely on their tusks to deal damage and their tough hides to absorb it. They can take a beating but won't stand up to your attacks for long.

WATER DEMONS

Encountered: Plane of Water

Type	HP	AC	Damage	Attack	XP
Water Demon	1.6	1.2	1.7	1	1.4

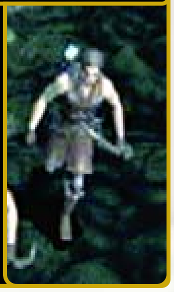


The demons that call the Plane of Water their home have a fair amount of hit points but pose no real threat to melee or ranged fighters. They have no ranged attacks, so their only hope is to close within melee range. Cut them down before they get too close or finish them off with a few swings from your weapon of preference.

WOOD ELVES

Encountered: Norrath (Faydark)

Type	HP	AC	Damage	Attack	XP
Wood Elf Archer	2	2	2	2	1
Wood Elf Scout	2	2	2	2	1
Wood Elf Soldier	2	2	2	2	1
Wood Elf Spear	2	2	2	2	1



Depending on the path you are following, you'll either attack or defend Kelethin with or from the crushbone orcs. Wood elves are competent and well-balanced fighters, equally able to deal damage from a distance or up close. Let the orcs draw their aggression while you attack from the outskirts of the battle. Should they get up close, their attacks are easily blocked.

WRAITHS

Encountered: Plane of War, Norrath (Faydark), Plane of Nightmares

Type	HP	AC	Damage	Attack	XP
Wraith	1.4	1.4	1.3	1	1
War Wraith	2	2	1.5	1	2



Wraiths are slow-moving, slow-attacking apparitions that pose little problem for adventurers. Simply attack from range or block their melee attacks and hack away. Wraiths use a low-level, point-blank, touch spell that inflicts minimal damage and slows your movement and attack speed for a short duration.

TIP

Wraiths are undead creatures, so spells like the Cleric's Holy Strike gain a bonus to damage.

EQUIPMENT AND ITEMS

As you adventure through the planes, you'll collect an immense amount of weapons, armor, and items. You can only carry so much because your carrying capacity is limited by your strength. Some of the items you collect you'll use, but most you'll sell back to the merchants for gold. As you sift through the loot and peruse the shop inventories, you'll have to make decisions on how to spend that gold on the most effective weapons and armor for your personal use.

Simply keeping and equipping armor with the highest armor rating or wielding the weapons with the highest damage won't get you far. You must also consider their magical enhancements, weight, and cost.

TIP

You don't have to buy equipment and items from merchants. Enough good loot drops from enemies or is found in the chests throughout the land. Be a miser and use only equipment that you find. Of course, if you can't seem to find good equipment, a stop at the shop can make the difference between life and death.

Prefixes and Suffixes

The weapons and armor in the game have different degrees of quality. You can get an idea of the quality of the item by knowing what the prefixes and suffixes mean. For example, a shortbow may be a "ruined shortbow," a "reinforced shortbow," or a "fine steel shortbow," among others. The prefix denotes a different level of quality and affects the amount of damage the shortbow deals.

The suffixes also affect the weapon's or armor's quality. The difference is that suffixes determine the types of bonuses that the item has. These bonuses can be anything from extra elemental damage (such as fire or lightning) to regeneration of health.

The following tables list the weapons and armor with all the available prefixes and suffixes.

Weapons

These tables list the possible weapons found in the game. The base name for each weapon is listed in the left column, and the possible prefixes are listed along the top row.

Suffixes have their own table later on.

Armor and Shields

The armor and shield tables are set up like the weapons tables. Look for the base name in the leftmost column and match it up with the prefix on the top row.

Suffixes can be applied to both armor and weapons and appear in a table later in this section.

NOTE

The values in the tables are average values only. The values in the game will give you a range. For example, if the table says a weapon has a damage rating of 15, that could mean that its range of damage is 14–16, 13–17, or any other range that has an average of 15.



Weapons

Weapon Type	Base Avg. Damage	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Reinforced	Sharp	Weighted	Forged	Polished	Elven	Dwarven	Alloy	Black Iron	Crystal	Teir' Dal	Combine	Fine Steel
Shortbow	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	30	33	35	38	40	43	44	45
Longbow	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	42	46	49	53	56	60	61	63
Composite Bow	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	54	59	63	68	72	77	78	81
Darkwood Bow	22	6	8	10	12	14	17	19	20	21	22	28	33	39	44	50	55	61	66	72	77	83	88	94	96	99
Hunter's Bow	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	84	91	98	105	112	119	122	126
Recurve Bow	33	8	12	15	18	21	25	28	30	31	33	41	50	58	66	74	83	91	99	107	116	124	132	140	144	149
Trueshot Bow	36	9	13	16	20	23	27	31	32	34	36	45	54	63	72	81	90	99	108	117	126	135	144	153	157	162
Great Bow	42	11	15	19	23	27	32	36	38	40	42	53	63	74	84	95	105	116	126	137	147	158	168	179	183	189
Battle Bow	48	12	17	22	26	31	36	41	43	46	48	60	72	84	96	108	120	132	144	156	168	180	192	204	209	216
War Bow	54	14	19	24	30	35	41	46	49	51	54	68	81	95	108	122	135	149	162	176	189	203	216	230	235	243
Dagger	6	2	2	3	3	4	5	5	5	6	6	8	9	11	12	14	15	17	18	20	21	23	24	26	26	27
Dirk	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	24	26	28	30	32	34	35	36
Kris	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	30	33	35	38	40	43	44	45
Blade	12	3	4	5	7	8	9	10	11	11	12	15	18	21	24	27	30	33	36	39	42	45	48	51	52	54
Short Sword	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	42	46	49	53	56	60	61	63
Light Sword	16	4	6	7	9	10	12	14	14	15	16	20	24	28	32	36	40	44	48	52	56	60	64	68	70	72
Gladius Sword	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	54	59	63	68	72	77	78	81
Long Sword	22	6	8	10	12	14	17	19	20	21	22	28	33	39	44	50	55	61	66	72	77	83	88	94	96	99
Rapier	24	6	8	11	13	16	18	20	22	23	24	30	36	42	48	54	60	66	72	78	84	90	96	102	104	108
Scimitar	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	69	75	81	86	92	98	100	104
Shamshir	26	7	9	12	14	17	20	22	23	25	26	33	39	46	52	59	65	72	78	85	91	98	104	111	113	117
Falchion	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	84	91	98	105	112	119	122	126
Sword	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	90	98	105	113	120	128	131	135
Heavy Sword	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
Claymore	33	8	12	15	18	21	25	28	30	31	33	41	50	58	66	74	83	91	99	107	116	124	132	140	144	149
Broadsword	36	9	13	16	20	23	27	31	32	34	36	45	54	63	72	81	90	99	108	117	126	135	144	153	157	162
Flamberge	38	10	13	17	21	25	29	32	34	36	38	48	57	67	76	86	95	105	114	124	133	143	152	162	165	171
Bastard Sword	41	10	14	18	23	27	31	35	37	39	41	51	62	72	82	92	103	113	123	133	144	154	164	174	178	185
Great Sword	44	11	15	20	24	29	33	37	40	42	44	55	66	77	88	99	110	121	132	143	154	165	176	187	191	198
War Sword	46	12	16	21	25	30	35	39	41	44	46	58	69	81	92	104	115	127	138	150	161	173	184	196	200	207
Two-Handed Sword	48	12	17	22	26	31	36	41	43	46	48	60	72	84	96	108	120	132	144	156	168	180	192	204	209	216
Great Two-Handed Sword	52	13	18	23	29	34	39	44	47	49	52	65	78	91	104	117	130	143	156	169	182	195	208	221	226	234
Cleaver	6	2	2	3	3	4	5	5	5	6	6	8	9	11	12	14	15	17	18	20	21	23	24	26	26	27
Hatchet	7	2	2	3	4	5	5	6	6	7	7	9	11	12	14	16	18	19	21	23	25	26	28	30	30	32
Handaxe	9	2	3	4	5	6	7	8	8	9	9	11	14	16	18	20	23	25	27	29	32	34	36	38	39	41
Light Axe	11	3	4	5	6	7	8	9	10	10	11	14	17	19	22	25	28	30	33	36	39	41	44	47	48	50
Axe	13	3	5	6	7	8	10	11	12	12	13	16	20	23	26	29	33	36	39	42	46	49	52	55	57	59
Long Axe	19	5	7	9	10	12	14	16	17	18	19	24	29	33	38	43	48	52	57	62	67	71	76	81	83	86
Twin Axe	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	69	75	81	86	92	98	100	104
Large Axe	29	7	10	13	16	19	22	25	26	28	29	36	44	51	58	65	73	80	87	94	102	109	116	123	126	131
Heavy Axe	39	10	14	18	21	25	29	33	35	37	39	49	59	68	78	88	98	107	117	127	137	146	156	166	170	176
Broad Axe	47	12	16	21	26	31	35	40	42	45	47	59	71	82	94	106	118	129	141	153	165	176	188	200	204	212
Battle Axe	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	165	179	193	206	220	234	239	248
War Axe	59	15	21	27	32	38	44	50	53	56	59	74	89	103	118	133	148	162	177	192	207	221	236	251	257	266
Great Axe	62	16	22	28	34	40	47	53	56	59	62	78	93	109	124	140	155	171	186	202	217	233	248	264	270	279
Minotaur Axe	72	18	25	32	40	47	54	61	65	68	72	90	108	126	144	162	180	198	216	234	252	270	288	306	313	324
Short Halberd	11	3	4	5	6	7	8	9	10	10	11	14	17	19	22	25	28	30	33	36	39	41	44	47	48	50
Halberd	16	4	6	7	9	10	12	14	14	15	16	20	24	28	32	36	40	44	48	52	56	60	64	68	70	72
Great Halberd	19	5	7	9	10	12	14	16	17	18	19	24	29	33	38	43	48	52	57	62	67	71	76	81	83	86
War Halberd	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	75	81	88	94	100	106	109	113

Feir 'Dal	Encrusted	Steel War	Well Balanced	Silver War	Serrated	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Yttrium
47	48	50	52	53	54	55	56	58	60	65	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
65	67	70	72	74	75	77	78	81	84	91	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
84	86	90	93	95	96	99	101	104	108	117	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
102	105	110	113	116	118	121	123	127	132	143	149	154	165	176	187	198	209	242	264	286	308	330	352	374	396	418	440	462
130	133	140	144	147	150	154	157	161	168	182	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
153	157	165	170	173	177	182	185	190	198	215	223	231	248	264	281	297	314	363	396	429	462	495	528	561	594	627	660	693
167	171	180	185	189	193	198	202	207	216	234	243	252	270	288	306	324	342	396	432	468	504	540	576	612	648	684	720	756
195	200	210	216	221	225	231	235	242	252	273	284	294	315	336	357	378	399	462	504	546	588	630	672	714	756	798	840	882
223	228	240	247	252	257	264	269	276	288	312	324	336	360	384	408	432	456	528	576	624	672	720	768	816	864	912	960	1008
251	257	270	278	284	289	297	302	311	324	351	365	378	405	432	459	486	513	594	648	702	756	810	864	918	972	1026	1080	1134
28	29	30	31	32	32	33	34	35	36	39	41	42	45	48	51	54	57	66	72	78	84	90	96	102	108	114	120	126
37	38	40	41	42	43	44	45	46	48	52	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
47	48	50	52	53	54	55	56	58	60	65	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
56	57	60	62	63	64	66	67	69	72	78	81	84	90	96	102	108	114	132	144	156	168	180	192	204	216	228	240	252
65	67	70	72	74	75	77	78	81	84	91	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
74	76	80	82	84	86	88	90	92	96	104	108	112	120	128	136	144	152	176	192	208	224	240	256	272	288	304	320	336
84	86	90	93	95	96	99	101	104	108	117	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
102	105	110	113	116	118	121	123	127	132	143	149	154	165	176	187	198	209	242	264	286	308	330	352	374	396	418	440	462
112	114	120	124	126	128	132	134	138	144	156	162	168	180	192	204	216	228	264	288	312	336	360	384	408	432	456	480	504
107	109	115	118	121	123	127	129	132	138	150	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483
121	124	130	134	137	139	143	146	150	156	169	176	182	195	208	221	234	247	286	312	338	364	390	416	442	468	494	520	546
130	133	140	144	147	150	154	157	161	168	182	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
140	143	150	155	158	161	165	168	173	180	195	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
153	157	165	170	173	177	182	185	190	198	215	223	231	248	264	281	297	314	363	396	429	462	495	528	561	594	627	660	693
167	171	180	185	189	193	198	202	207	216	234	243	252	270	288	306	324	342	396	432	468	504	540	576	612	648	684	720	756
177	181	190	196	200	203	209	213	219	228	247	257	266	285	304	323	342	361	418	456	494	532	570	608	646	684	722	760	798
191	195	205	211	215	219	226	230	236	246	267	277	287	308	328	349	369	390	451	492	533	574	615	656	697	738	779	820	861
205	209	220	227	231	235	242	246	253	264	286	297	308	330	352	374	396	418	484	528	572	616	660	704	748	792	836	880	924
214	219	230	237	242	246	253	258	265	276	299	311	322	345	368	391	414	437	506	552	598	644	690	736	782	828	874	920	966
223	228	240	247	252	257	264	269	276	288	312	324	336	360	384	408	432	456	528	576	624	672	720	768	816	864	912	960	1008
242	247	260	268	273	278	286	291	299	312	338	351	364	390	416	442	468	494	572	624	676	728	780	832	884	936	988	1040	1092
28	29	30	31	32	32	33	34	35	36	39	41	42	45	48	51	54	57	66	72	78	84	90	96	102	108	114	120	126
33	33	35	36	37	37	39	39	40	42	46	47	49	53	56	60	63	67	77	84	91	98	105	112	119	126	133	140	147
42	43	45	46	47	48	50	50	52	54	59	61	63	68	72	77	81	86	99	108	117	126	135	144	153	162	171	180	189
51	52	55	57	58	59	61	62	63	66	72	74	77	83	88	94	99	105	121	132	143	154	165	176	187	198	209	220	231
60	62	65	67	68	70	72	73	75	78	85	88	91	98	104	111	117	124	143	156	169	182	195	208	221	234	247	260	273
88	90	95	98	100	102	105	106	109	114	124	128	133	143	152	162	171	181	209	228	247	266	285	304	323	342	361	380	399
107	109	115	118	121	123	127	129	132	138	150	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483
135	138	145	149	152	155	160	162	167	174	189	196	203	218	232	247	261	276	319	348	377	406	435	464	493	522	551	580	609
181	185	195	201	205	209	215	218	224	234	254	263	273	293	312	332	351	371	429	468	507	546	585	624	663	702	741	780	819
219	223	235	242	247	251	259	263	270	282	306	317	329	353	376	400	423	447	517	564	611	658	705	752	799	846	893	940	987
256	261	275	283	289	294	303	308	316	330	358	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155
274	280	295	304	310	316	325	330	339	354	384	398	413	443	472	502	531	561	649	708	767	826	885	944	1003	1062	1121	1180	1239
288	295	310	319	326	332	341	347	357	372	403	419	434	465	496	527	558	589	682	744	806	868	930	992	1054	1116	1178	1240	1302
335	342	360	371	378	385	396	403	414	432	468	486	504	540	576	612	648	684	792	864	936	1008	1080	1152	1224	1296	1368	1440	1512
51	52	55	57	58	59	61	62	63	66	72	74	77	83	88	94	99	105	121	132	143	154	165	176	187	198	209	220	231
74	76	80	82	84	86	88	90	92	96	104	108	112	120	128	136	144	152	176	192	208	224	240	256	272	288	304	320	336
88	90	95	98	100	102	105	106	109	114	124	128	133	143	152	162	171	181	209	228	247	266	285	304	323	342	361	380	399
116	119	125	129	131	134	138	140	144	150	163	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525

Weapons

Weapon Type	Base Avg. Damage	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Reinforced	Sharp	Weighted	Forged	Polished	Elven	Dwarven	Alloy	Black Iron	Crystal	Teir' Dal	Combine	Fine Steel
Short Bardiche	13	3	5	6	7	8	10	11	12	12	13	16	20	23	26	29	33	36	39	42	46	49	52	55	57	59
Bardiche	17	4	6	8	9	11	13	14	15	16	17	21	26	30	34	38	43	47	51	55	60	64	68	72	74	77
Great Bardiche	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
War Bardiche	46	12	16	21	25	30	35	39	41	44	46	58	69	81	92	104	115	127	138	150	161	173	184	196	200	207
Short Voulge	21	5	7	9	12	14	16	18	19	20	21	26	32	37	42	47	53	58	63	68	74	79	84	89	91	95
Voulge	27	7	9	12	15	18	20	23	24	26	27	34	41	47	54	61	68	74	81	88	95	101	108	115	117	122
Giant Voulge	38	10	13	17	21	25	29	32	34	36	38	48	57	67	76	86	95	105	114	124	133	143	152	162	165	171
Small Poleaxe	17	4	6	8	9	11	13	14	15	16	17	21	26	30	34	38	43	47	51	55	60	64	68	72	74	77
Poleaxe	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	84	91	98	105	112	119	122	126
War Poleaxe	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
War Scythe	19	5	7	9	10	12	14	16	17	18	19	24	29	33	38	43	48	52	57	62	67	71	76	81	83	86
Short Spear	7	2	2	3	4	5	5	6	6	7	7	9	11	12	14	16	18	19	21	23	25	26	28	30	30	32
Small Spear	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	42	46	49	53	56	60	61	63
Light Spear	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	60	65	70	75	80	85	87	90
Spear	24	6	8	11	13	16	18	20	22	23	24	30	36	42	48	54	60	66	72	78	84	90	96	102	104	108
Long Spear	27	7	9	12	15	18	20	23	24	26	27	34	41	47	54	61	68	74	81	88	95	101	108	115	117	122
Heavy Spear	31	8	11	14	17	20	23	26	28	29	31	39	47	54	62	70	78	85	93	101	109	116	124	132	135	140
Great Spear	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
War Spear	38	10	13	17	21	25	29	32	34	36	38	48	57	67	76	86	95	105	114	124	133	143	152	162	165	171
Short Club	7	2	2	3	4	5	5	6	6	7	7	9	11	12	14	16	18	19	21	23	25	26	28	30	30	32
Club	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	30	33	35	38	40	43	44	45
Spiked Club	17	4	6	8	9	11	13	14	15	16	17	21	26	30	34	38	43	47	51	55	60	64	68	72	74	77
Great Club	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
War Club	47	12	16	21	26	31	35	40	42	45	47	59	71	82	94	106	118	129	141	153	165	176	188	200	204	212
Short Mace	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	30	33	35	38	40	43	44	45
Mace	12	3	4	5	7	8	9	10	11	11	12	15	18	21	24	27	30	33	36	39	42	45	48	51	52	54
Double Mace	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	42	46	49	53	56	60	61	63
Two-Handed Mace	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	54	59	63	68	72	77	78	81
Northman Mace	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	90	98	105	113	120	128	131	135
Great Mace	36	9	13	16	20	23	27	31	32	34	36	45	54	63	72	81	90	99	108	117	126	135	144	153	157	162
Maul	48	12	17	22	26	31	36	41	43	46	48	60	72	84	96	108	120	132	144	156	168	180	192	204	209	216
War Mace	52	13	18	23	29	34	39	44	47	49	52	65	78	91	104	117	130	143	156	169	182	195	208	221	226	234
Great Maul	64	16	22	29	35	42	48	54	58	61	64	80	96	112	128	144	160	176	192	208	224	240	256	272	278	288
Short Morningstar	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	24	26	28	30	32	34	35	36
Light Morningstar	12	3	4	5	7	8	9	10	11	11	12	15	18	21	24	27	30	33	36	39	42	45	48	51	52	54
Morningstar	19	5	7	9	10	12	14	16	17	18	19	24	29	33	38	43	48	52	57	62	67	71	76	81	83	86
Heavy Morningstar	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	69	75	81	86	92	98	100	104
Large Morningstar	32	8	11	14	18	21	24	27	29	30	32	40	48	56	64	72	80	88	96	104	112	120	128	136	139	144
Great Morningstar	48	12	17	22	26	31	36	41	43	46	48	60	72	84	96	108	120	132	144	156	168	180	192	204	209	216
War Morningstar	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	165	179	193	206	220	234	239	248
Short Pick	9	2	3	4	5	6	7	8	8	9	9	11	14	16	18	20	23	25	27	29	32	34	36	38	39	41
Pick	12	3	4	5	7	8	9	10	11	11	12	15	18	21	24	27	30	33	36	39	42	45	48	51	52	54
Military Pick	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	42	46	49	53	56	60	61	63
War Pick	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	54	59	63	68	72	77	78	81
Great Pick	26	7	9	12	14	17	20	22	23	25	26	33	39	46	52	59	65	72	78	85	91	98	104	111	113	117
Battle Pick	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
Short Hammer	11	3	4	5	6	7	8	9	10	10	11	14	17	19	22	25	28	30	33	36	39	41	44	47	48	50
Hammer	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	42	46	49	53	56	60	61	63
2-Handed Hammer	26	7	9	12	14	17	20	22	23	25	26	33	39	46	52	59	65	72	78	85	91	98	104	111	113	117

Feir 'Dal	Encrusted	Steel War	Well Balanced	Silver War	Serrated	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Ytrium
60	62	65	67	68	70	72	73	75	78	85	88	91	98	104	111	117	124	143	156	169	182	195	208	221	234	247	260	273
79	81	85	88	89	91	94	95	98	102	111	115	119	128	136	145	153	162	187	204	221	238	255	272	289	306	323	340	357
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
214	219	230	237	242	246	253	258	265	276	299	311	322	345	368	391	414	437	506	552	598	644	690	736	782	828	874	920	966
98	100	105	108	110	112	116	118	121	126	137	142	147	158	168	179	189	200	231	252	273	294	315	336	357	378	399	420	441
126	128	135	139	142	144	149	151	155	162	176	182	189	203	216	230	243	257	297	324	351	378	405	432	459	486	513	540	567
177	181	190	196	200	203	209	213	219	228	247	257	266	285	304	323	342	361	418	456	494	532	570	608	646	684	722	760	798
79	81	85	88	89	91	94	95	98	102	111	115	119	128	136	145	153	162	187	204	221	238	255	272	289	306	323	340	357
130	133	140	144	147	150	154	157	161	168	182	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
88	90	95	98	100	102	105	106	109	114	124	128	133	143	152	162	171	181	209	228	247	266	285	304	323	342	361	380	399
33	33	35	36	37	37	39	39	40	42	46	47	49	53	56	60	63	67	77	84	91	98	105	112	119	126	133	140	147
65	67	70	72	74	75	77	78	81	84	91	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
93	95	100	103	105	107	110	112	115	120	130	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
112	114	120	124	126	128	132	134	138	144	156	162	168	180	192	204	216	228	264	288	312	336	360	384	408	432	456	480	504
126	128	135	139	142	144	149	151	155	162	176	182	189	203	216	230	243	257	297	324	351	378	405	432	459	486	513	540	567
144	147	155	160	163	166	171	174	178	186	202	209	217	233	248	264	279	295	341	372	403	434	465	496	527	558	589	620	651
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
177	181	190	196	200	203	209	213	219	228	247	257	266	285	304	323	342	361	418	456	494	532	570	608	646	684	722	760	798
33	33	35	36	37	37	39	39	40	42	46	47	49	53	56	60	63	67	77	84	91	98	105	112	119	126	133	140	147
47	48	50	52	53	54	55	56	58	60	65	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
79	81	85	88	89	91	94	95	98	102	111	115	119	128	136	145	153	162	187	204	221	238	255	272	289	306	323	340	357
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
219	223	235	242	247	251	259	263	270	282	306	317	329	353	376	400	423	447	517	564	611	658	705	752	799	846	893	940	987
47	48	50	52	53	54	55	56	58	60	65	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
56	57	60	62	63	64	66	67	69	72	78	81	84	90	96	102	108	114	132	144	156	168	180	192	204	216	228	240	252
65	67	70	72	74	75	77	78	81	84	91	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
84	86	90	93	95	96	99	101	104	108	117	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
140	143	150	155	158	161	165	168	173	180	195	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
167	171	180	185	189	193	198	202	207	216	234	243	252	270	288	306	324	342	396	432	468	504	540	576	612	648	684	720	756
223	228	240	247	252	257	264	269	276	288	312	324	336	360	384	408	432	456	528	576	624	672	720	768	816	864	912	960	1008
242	247	260	268	273	278	286	291	299	312	338	351	364	390	416	442	468	494	572	624	676	728	780	832	884	936	988	1040	1092
298	304	320	330	336	342	352	358	368	384	416	432	448	480	512	544	576	608	704	768	832	896	960	1024	1088	1152	1216	1280	1344
37	38	40	41	42	43	44	45	46	48	52	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
56	57	60	62	63	64	66	67	69	72	78	81	84	90	96	102	108	114	132	144	156	168	180	192	204	216	228	240	252
88	90	95	98	100	102	105	106	109	114	124	128	133	143	152	162	171	181	209	228	247	266	285	304	323	342	361	380	399
107	109	115	118	121	123	127	129	132	138	150	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483
149	152	160	165	168	171	176	179	184	192	208	216	224	240	256	272	288	304	352	384	416	448	480	512	544	576	608	640	672
223	228	240	247	252	257	264	269	276	288	312	324	336	360	384	408	432	456	528	576	624	672	720	768	816	864	912	960	1008
256	261	275	283	289	294	303	308	316	330	358	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155
42	43	45	46	47	48	50	50	52	54	59	61	63	68	72	77	81	86	99	108	117	126	135	144	153	162	171	180	189
56	57	60	62	63	64	66	67	69	72	78	81	84	90	96	102	108	114	132	144	156	168	180	192	204	216	228	240	252
65	67	70	72	74	75	77	78	81	84	91	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
84	86	90	93	95	96	99	101	104	108	117	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
121	124	130	134	137	139	143	146	150	156	169	176	182	195	208	221	234	247	286	312	338	364	390	416	442	468	494	520	546
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
51	52	55	57	58	59	61	62	63	66	72	74	77	83	88	94	99	105	121	132	143	154	165	176	187	198	209	220	231
65	67	70	72	74	75	77	78	81	84	91	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
121	124	130	134	137	139	143	146	150	156	169	176	182	195	208	221	234	247	286	312	338	364	390	416	442	468	494	520	546

Weapons

Weapon Type	Base Avg. Damage	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Reinforced	Sharp	Weighted	Forged	Polished	Elven	Dwarven	Alloy	Black Iron	Crystal	Teir' Dal	Combine	Fine Steel
Giant Hammer	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	120	130	140	150	160	170	174	180
Battle Hammer	47	12	16	21	26	31	35	40	42	45	47	59	71	82	94	106	118	129	141	153	165	176	188	200	204	212
War Hammer	62	16	22	28	34	40	47	53	56	59	62	78	93	109	124	140	155	171	186	202	217	233	248	264	270	279
Light Rod	7	2	2	3	4	5	5	6	6	7	7	9	11	12	14	16	18	19	21	23	25	26	28	30	30	32
Rod	11	3	4	5	6	7	8	9	10	10	11	14	17	19	22	25	28	30	33	36	39	41	44	47	48	50
War Rod	21	5	7	9	12	14	16	18	19	20	21	26	32	37	42	47	53	58	63	68	74	79	84	89	91	95
Heavy Rod	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	75	81	88	94	100	106	109	113
Grand Rod	31	8	11	14	17	20	23	26	28	29	31	39	47	54	62	70	78	85	93	101	109	116	124	132	135	140
Scepter	35	9	12	16	19	23	26	30	32	33	35	44	53	61	70	79	88	96	105	114	123	131	140	149	152	158
Grand Scepter	39	10	14	18	21	25	29	33	35	37	39	49	59	68	78	88	98	107	117	127	137	146	156	166	170	176
War Scepter	42	11	15	19	23	27	32	36	38	40	42	53	63	74	84	95	105	116	126	137	147	158	168	179	183	189
Battle Scepter	47	12	16	21	26	31	35	40	42	45	47	59	71	82	94	106	118	129	141	153	165	176	188	200	204	212
Short Staff	9	2	3	4	5	6	7	8	8	9	9	11	14	16	18	20	23	25	27	29	32	34	36	38	39	41
Quarter Staff	15	4	5	7	8	10	11	13	14	14	15	19	23	26	30	34	38	41	45	49	53	56	60	64	65	68
Staff	19	5	7	9	10	12	14	16	17	18	19	24	29	33	38	43	48	52	57	62	67	71	76	81	83	86
Darkwood Staff	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	84	91	98	105	112	119	122	126
Long Staff	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	102	111	119	128	136	145	148	153
Great Staff	42	11	15	19	23	27	32	36	38	40	42	53	63	74	84	95	105	116	126	137	147	158	168	179	183	189
Battle Staff	46	12	16	21	25	30	35	39	41	44	46	58	69	81	92	104	115	127	138	150	161	173	184	196	200	207
Ward Staff	49	12	17	22	27	32	37	42	44	47	49	61	74	86	98	110	123	135	147	159	172	184	196	208	213	221
War Staff	58	15	20	26	32	38	44	49	52	55	58	73	87	102	116	131	145	160	174	189	203	218	232	247	252	261

Armor

Armor Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven	Dwarven	Alloy	Master Work	Teir' Dal	Combine	Fine Steel
Cloth Armor	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	33	35	38	40	43	44	45
Cloth Boots	3	1	1	1	2	2	2	3	3	3	3	4	5	5	6	7	8	8	10	11	11	12	13	13	14
Cloth Gloves	3	1	1	1	2	2	2	3	3	3	3	4	5	5	6	7	8	8	10	11	11	12	13	13	14
Cloth Helm	3	1	1	1	2	2	2	3	3	3	3	4	5	5	6	7	8	8	10	11	11	12	13	13	14
Cloth Leggings	6	2	2	3	3	4	5	5	5	6	6	8	9	11	12	14	15	17	20	21	23	24	26	26	27
Burlap Armor	15	4	5	7	8	10	11	13	14	14	15	19	23	26	30	34	38	41	49	53	56	60	64	65	68
Burlap Boots	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	26	28	30	32	34	35	36
Burlap Gloves	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	26	28	30	32	34	35	36
Burlap Helm	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	26	28	30	32	34	35	36
Burlap Leggings	11	3	4	5	6	7	8	9	10	10	11	14	17	19	22	25	28	30	36	39	41	44	47	48	50
Woolen Armor	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	65	70	75	80	85	87	90
Woolen Boots	13	3	5	6	7	8	10	11	12	12	13	16	20	23	26	29	33	36	42	46	49	52	55	57	59
Woolen Gloves	13	3	5	6	7	8	10	11	12	12	13	16	20	23	26	29	33	36	42	46	49	52	55	57	59
Woolen Helm	13	3	5	6	7	8	10	11	12	12	13	16	20	23	26	29	33	36	42	46	49	52	55	57	59
Woolen Leggings	16	4	6	7	9	10	12	14	14	15	16	20	24	28	32	36	40	44	52	56	60	64	68	70	72
Silk Armor	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	81	88	94	100	106	109	113
Silk Boots	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	59	63	68	72	77	78	81
Silk Gloves	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	59	63	68	72	77	78	81
Silk Helm	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	59	63	68	72	77	78	81
Silk Leggings	21	5	7	9	12	14	16	18	19	20	21	26	32	37	42	47	53	58	68	74	79	84	89	91	95
Linen Armor	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	98	105	113	120	128	131	135
Linen Boots	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	75	81	86	92	98	100	104
Linen Gloves	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	75	81	86	92	98	100	104

Feir 'Dal	Encrusted	Steel War	Well Balanced	Silver War	Serrated	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Yttrium
186	190	200	206	210	214	220	224	230	240	260	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
219	223	235	242	247	251	259	263	270	282	306	317	329	353	376	400	423	447	517	564	611	658	705	752	799	846	893	940	987
288	295	310	319	326	332	341	347	357	372	403	419	434	465	496	527	558	589	682	744	806	868	930	992	1054	1116	1178	1240	1302
33	33	35	36	37	37	39	39	40	42	46	47	49	53	56	60	63	67	77	84	91	98	105	112	119	126	133	140	147
51	52	55	57	58	59	61	62	63	66	72	74	77	83	88	94	99	105	121	132	143	154	165	176	187	198	209	220	231
98	100	105	108	110	112	116	118	121	126	137	142	147	158	168	179	189	200	231	252	273	294	315	336	357	378	399	420	441
116	119	125	129	131	134	138	140	144	150	163	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525
144	147	155	160	163	166	171	174	178	186	202	209	217	233	248	264	279	295	341	372	403	434	465	496	527	558	589	620	651
163	166	175	180	184	187	193	196	201	210	228	236	245	263	280	298	315	333	385	420	455	490	525	560	595	630	665	700	735
181	185	195	201	205	209	215	218	224	234	254	263	273	293	312	332	351	371	429	468	507	546	585	624	663	702	741	780	819
195	200	210	216	221	225	231	235	242	252	273	284	294	315	336	357	378	399	462	504	546	588	630	672	714	756	798	840	882
219	223	235	242	247	251	259	263	270	282	306	317	329	353	376	400	423	447	517	564	611	658	705	752	799	846	893	940	987
42	43	45	46	47	48	50	50	52	54	59	61	63	68	72	77	81	86	99	108	117	126	135	144	153	162	171	180	189
70	71	75	77	79	80	83	84	86	90	98	101	105	113	120	128	135	143	165	180	195	210	225	240	255	270	285	300	315
88	90	95	98	100	102	105	106	109	114	124	128	133	143	152	162	171	181	209	228	247	266	285	304	323	342	361	380	399
130	133	140	144	147	150	154	157	161	168	182	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
158	162	170	175	179	182	187	190	196	204	221	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
195	200	210	216	221	225	231	235	242	252	273	284	294	315	336	357	378	399	462	504	546	588	630	672	714	756	798	840	882
214	219	230	237	242	246	253	258	265	276	299	311	322	345	368	391	414	437	506	552	598	644	690	736	782	828	874	920	966
228	233	245	252	257	262	270	274	282	294	319	331	343	368	392	417	441	466	539	588	637	686	735	784	833	882	931	980	1029
270	276	290	299	305	310	319	325	334	348	377	392	406	435	464	493	522	551	638	696	754	812	870	928	986	1044	1102	1160	1218

Feir 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Yttrium
47	50	52	53	54	55	56	58	60	65	67	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
14	15	15	16	16	17	17	17	18	20	20	20	21	23	24	26	27	29	33	36	39	42	45	48	51	54	57	60	63
14	15	15	16	16	17	17	17	18	20	20	20	21	23	24	26	27	29	33	36	39	42	45	48	51	54	57	60	63
14	15	15	16	16	17	17	17	18	20	20	20	21	23	24	26	27	29	33	36	39	42	45	48	51	54	57	60	63
28	30	31	32	32	33	34	35	36	39	40	41	42	45	48	51	54	57	66	72	78	84	90	96	102	108	114	120	126
70	75	77	79	80	83	84	86	90	98	100	101	105	113	120	128	135	143	165	180	195	210	225	240	255	270	285	300	315
37	40	41	42	43	44	45	46	48	52	53	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
37	40	41	42	43	44	45	46	48	52	53	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
37	40	41	42	43	44	45	46	48	52	53	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
51	55	57	58	59	61	62	63	66	72	73	74	77	83	88	94	99	105	121	132	143	154	165	176	187	198	209	220	231
93	100	103	105	107	110	112	115	120	130	133	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
60	65	67	68	70	72	73	75	78	85	86	88	91	98	104	111	117	124	143	156	169	182	195	208	221	234	247	260	273
60	65	67	68	70	72	73	75	78	85	86	88	91	98	104	111	117	124	143	156	169	182	195	208	221	234	247	260	273
60	65	67	68	70	72	73	75	78	85	86	88	91	98	104	111	117	124	143	156	169	182	195	208	221	234	247	260	273
74	80	82	84	86	88	90	92	96	104	106	108	112	120	128	136	144	152	176	192	208	224	240	256	272	288	304	320	336
116	125	129	131	134	138	140	144	150	163	166	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525
84	90	93	95	96	99	101	104	108	117	120	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
84	90	93	95	96	99	101	104	108	117	120	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
84	90	93	95	96	99	101	104	108	117	120	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
98	105	108	110	112	116	118	121	126	137	140	142	147	158	168	179	189	200	231	252	273	294	315	336	357	378	399	420	441
140	150	155	158	161	165	168	173	180	195	200	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
107	115	118	121	123	127	129	132	138	150	153	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483
107	115	118	121	123	127	129	132	138	150	153	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483

Armor

Armor Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven	Dwarven	Alloy	Master Work	Teir' Dal	Combine	Fine Steel
Linen Helm	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	75	81	86	92	98	100	104
Linen Leggings	26	7	9	12	14	17	20	22	23	25	26	33	39	46	52	59	65	72	85	91	98	104	111	113	117
Warveil Armor	35	9	12	16	19	23	26	30	32	33	35	44	53	61	70	79	88	96	114	123	131	140	149	152	158
Warveil Boots	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	91	98	105	112	119	122	126
Warveil Gloves	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	91	98	105	112	119	122	126
Warveil Helm	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	91	98	105	112	119	122	126
Warveil Leggings	31	8	11	14	17	20	23	26	28	29	31	39	47	54	62	70	78	85	101	109	116	124	132	135	140
Cryosilk Armor	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	130	140	150	160	170	174	180
Cryosilk Boots	33	8	12	15	18	21	25	28	30	31	33	41	50	58	66	74	83	91	107	116	124	132	140	144	149
Cryosilk Gloves	33	8	12	15	18	21	25	28	30	31	33	41	50	58	66	74	83	91	107	116	124	132	140	144	149
Cryosilk Helm	33	8	12	15	18	21	25	28	30	31	33	41	50	58	66	74	83	91	107	116	124	132	140	144	149
Cryosilk Leggings	36	9	13	16	20	23	27	31	32	34	36	45	54	63	72	81	90	99	117	126	135	144	153	157	162
Velvet Armor	45	11	16	20	25	29	34	38	41	43	45	56	68	79	90	101	113	124	146	158	169	180	191	196	203
Velvet Boots	39	10	14	18	21	25	29	33	35	37	39	49	59	68	78	88	98	107	127	137	146	156	166	170	176
Velvet Gloves	39	10	14	18	21	25	29	33	35	37	39	49	59	68	78	88	98	107	127	137	146	156	166	170	176
Velvet Helm	39	10	14	18	21	25	29	33	35	37	39	49	59	68	78	88	98	107	127	137	146	156	166	170	176
Velvet Leggings	41	10	14	18	23	27	31	35	37	39	41	51	62	72	82	92	103	113	133	144	154	164	174	178	185
Ember Silk Armor	50	13	18	23	28	33	38	43	45	48	50	63	75	88	100	113	125	138	163	175	188	200	213	218	225
Ember Silk Boots	44	11	15	20	24	29	33	37	40	42	44	55	66	77	88	99	110	121	143	154	165	176	187	191	198
Ember Silk Gloves	44	11	15	20	24	29	33	37	40	42	44	55	66	77	88	99	110	121	143	154	165	176	187	191	198
Ember Silk Helm	44	11	15	20	24	29	33	37	40	42	44	55	66	77	88	99	110	121	143	154	165	176	187	191	198
Ember Silk Leggings	46	12	16	21	25	30	35	39	41	44	46	58	69	81	92	104	115	127	150	161	173	184	196	200	207
Gossamer Armor	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	179	193	206	220	234	239	248
Gossamer Boots	49	12	17	22	27	32	37	42	44	47	49	61	74	86	98	110	123	135	159	172	184	196	208	213	221
Gossamer Gloves	49	12	17	22	27	32	37	42	44	47	49	61	74	86	98	110	123	135	159	172	184	196	208	213	221
Gossamer Helm	49	12	17	22	27	32	37	42	44	47	49	61	74	86	98	110	123	135	159	172	184	196	208	213	221
Gossamer Leggings	51	13	18	23	28	33	38	43	46	48	51	64	77	89	102	115	128	140	166	179	191	204	217	222	230
Damask Armor	60	15	21	27	33	39	45	51	54	57	60	75	90	105	120	135	150	165	195	210	225	240	255	261	270
Damask Boots	54	14	19	24	30	35	41	46	49	51	54	68	81	95	108	122	135	149	176	189	203	216	230	235	243
Damask Gloves	54	14	19	24	30	35	41	46	49	51	54	68	81	95	108	122	135	149	176	189	203	216	230	235	243
Damask Helm	54	14	19	24	30	35	41	46	49	51	54	68	81	95	108	122	135	149	176	189	203	216	230	235	243
Damask Leggings	56	14	20	25	31	36	42	48	50	53	56	70	84	98	112	126	140	154	182	196	210	224	238	244	252
Steel Silk Armor	65	16	23	29	36	42	49	55	59	62	65	81	98	114	130	146	163	179	211	228	244	260	276	283	293
Steel Silk Boots	59	15	21	27	32	38	44	50	53	56	59	74	89	103	118	133	148	162	192	207	221	236	251	257	266
Steel Silk Gloves	59	15	21	27	32	38	44	50	53	56	59	74	89	103	118	133	148	162	192	207	221	236	251	257	266
Steel Silk Helm	59	15	21	27	32	38	44	50	53	56	59	74	89	103	118	133	148	162	192	207	221	236	251	257	266
Steel Silk Leggings	61	15	21	27	34	40	46	52	55	58	61	76	92	107	122	137	153	168	198	214	229	244	259	265	275
Hide Armor	15	4	5	7	8	10	11	13	14	14	15	19	23	26	30	34	38	41	49	53	56	60	64	65	68
Hide Boots	5	1	2	2	3	3	4	4	5	5	5	6	8	9	10	11	13	14	16	18	19	20	21	22	23
Hide Gloves	5	1	2	2	3	3	4	4	5	5	5	6	8	9	10	11	13	14	16	18	19	20	21	22	23
Hide Helmet	5	1	2	2	3	3	4	4	5	5	5	6	8	9	10	11	13	14	16	18	19	20	21	22	23
Hide Leggings	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	26	28	30	32	34	35	36
Padded Armor	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	65	70	75	80	85	87	90
Padded Boots	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	33	35	38	40	43	44	45
Padded Gloves	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	33	35	38	40	43	44	45
Padded Helmet	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	33	35	38	40	43	44	45
Padded Leggings	13	3	5	6	7	8	10	11	12	12	13	16	20	23	26	29	33	36	42	46	49	52	55	57	59

Feir 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Ytrium
107	115	118	121	123	127	129	132	138	150	153	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483
121	130	134	137	139	143	146	150	156	169	173	176	182	195	208	221	234	247	286	312	338	364	390	416	442	468	494	520	546
163	175	180	184	187	193	196	201	210	228	233	236	245	263	280	298	315	333	385	420	455	490	525	560	595	630	665	700	735
130	140	144	147	150	154	157	161	168	182	186	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
130	140	144	147	150	154	157	161	168	182	186	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
130	140	144	147	150	154	157	161	168	182	186	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
144	155	160	163	166	171	174	178	186	202	206	209	217	233	248	264	279	295	341	372	403	434	465	496	527	558	589	620	651
186	200	206	210	214	220	224	230	240	260	266	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
153	165	170	173	177	182	185	190	198	215	219	223	231	248	264	281	297	314	363	396	429	462	495	528	561	594	627	660	693
153	165	170	173	177	182	185	190	198	215	219	223	231	248	264	281	297	314	363	396	429	462	495	528	561	594	627	660	693
153	165	170	173	177	182	185	190	198	215	219	223	231	248	264	281	297	314	363	396	429	462	495	528	561	594	627	660	693
167	180	185	189	193	198	202	207	216	234	239	243	252	270	288	306	324	342	396	432	468	504	540	576	612	648	684	720	756
209	225	232	236	241	248	252	259	270	293	299	304	315	338	360	383	405	428	495	540	585	630	675	720	765	810	855	900	945
181	195	201	205	209	215	218	224	234	254	259	263	273	293	312	332	351	371	429	468	507	546	585	624	663	702	741	780	819
181	195	201	205	209	215	218	224	234	254	259	263	273	293	312	332	351	371	429	468	507	546	585	624	663	702	741	780	819
181	195	201	205	209	215	218	224	234	254	259	263	273	293	312	332	351	371	429	468	507	546	585	624	663	702	741	780	819
191	205	211	215	219	226	230	236	246	267	273	277	287	308	328	349	369	390	451	492	533	574	615	656	697	738	779	820	861
233	250	258	263	268	275	280	288	300	325	333	338	350	375	400	425	450	475	550	600	650	700	750	800	850	900	950	1000	1050
205	220	227	231	235	242	246	253	264	286	293	297	308	330	352	374	396	418	484	528	572	616	660	704	748	792	836	880	924
205	220	227	231	235	242	246	253	264	286	293	297	308	330	352	374	396	418	484	528	572	616	660	704	748	792	836	880	924
205	220	227	231	235	242	246	253	264	286	293	297	308	330	352	374	396	418	484	528	572	616	660	704	748	792	836	880	924
214	230	237	242	246	253	258	265	276	299	306	311	322	345	368	391	414	437	506	552	598	644	690	736	782	828	874	920	966
256	275	283	289	294	303	308	316	330	358	366	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155
228	245	252	257	262	270	274	282	294	319	326	331	343	368	392	417	441	466	539	588	637	686	735	784	833	882	931	980	1029
228	245	252	257	262	270	274	282	294	319	326	331	343	368	392	417	441	466	539	588	637	686	735	784	833	882	931	980	1029
228	245	252	257	262	270	274	282	294	319	326	331	343	368	392	417	441	466	539	588	637	686	735	784	833	882	931	980	1029
237	255	263	268	273	281	286	293	306	332	339	344	357	383	408	434	459	485	561	612	663	714	765	816	867	918	969	1020	1071
279	300	309	315	321	330	336	345	360	390	399	405	420	450	480	510	540	570	660	720	780	840	900	960	1020	1080	1140	1200	1260
251	270	278	284	289	297	302	311	324	351	359	365	378	405	432	459	486	513	594	648	702	756	810	864	918	972	1026	1080	1134
251	270	278	284	289	297	302	311	324	351	359	365	378	405	432	459	486	513	594	648	702	756	810	864	918	972	1026	1080	1134
251	270	278	284	289	297	302	311	324	351	359	365	378	405	432	459	486	513	594	648	702	756	810	864	918	972	1026	1080	1134
260	280	288	294	300	308	314	322	336	364	372	378	392	420	448	476	504	532	616	672	728	784	840	896	952	1008	1064	1120	1176
302	325	335	341	348	358	364	374	390	423	432	439	455	488	520	553	585	618	715	780	845	910	975	1040	1105	1170	1235	1300	1365
274	295	304	310	316	325	330	339	354	384	392	398	413	443	472	502	531	561	649	708	767	826	885	944	1003	1062	1121	1180	1239
274	295	304	310	316	325	330	339	354	384	392	398	413	443	472	502	531	561	649	708	767	826	885	944	1003	1062	1121	1180	1239
274	295	304	310	316	325	330	339	354	384	392	398	413	443	472	502	531	561	649	708	767	826	885	944	1003	1062	1121	1180	1239
284	305	314	320	326	336	342	351	366	397	406	412	427	458	488	519	549	580	671	732	793	854	915	976	1037	1098	1159	1220	1281
70	75	77	79	80	83	84	86	90	98	100	101	105	113	120	128	135	143	165	180	195	210	225	240	255	270	285	300	315
23	25	26	26	27	28	28	29	30	33	33	34	35	38	40	43	45	48	55	60	65	70	75	80	85	90	95	100	105
23	25	26	26	27	28	28	29	30	33	33	34	35	38	40	43	45	48	55	60	65	70	75	80	85	90	95	100	105
23	25	26	26	27	28	28	29	30	33	33	34	35	38	40	43	45	48	55	60	65	70	75	80	85	90	95	100	105
37	40	41	42	43	44	45	46	48	52	53	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
93	100	103	105	107	110	112	115	120	130	133	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
47	50	52	53	54	55	56	58	60	65	67	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
47	50	52	53	54	55	56	58	60	65	67	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
47	50	52	53	54	55	56	58	60	65	67	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
60	65	67	68	70	72	73	75	78	85	86	88	91	98	104	111	117	124	143	156	169	182	195	208	221	234	247	260	273

Armor

Armor Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven	Dwarven	Alloy	Master Work	Teir' Dal	Combine	Fine Steel
Quilted Armor	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	81	88	94	100	106	109	113
Quilted Boots	15	4	5	7	8	10	11	13	14	14	15	19	23	26	30	34	38	41	49	53	56	60	64	65	68
Quilted Gloves	15	4	5	7	8	10	11	13	14	14	15	19	23	26	30	34	38	41	49	53	56	60	64	65	68
Quilted Helmet	15	4	5	7	8	10	11	13	14	14	15	19	23	26	30	34	38	41	49	53	56	60	64	65	68
Quilted Leggings	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	59	63	68	72	77	78	81
Leather Armor	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	98	105	113	120	128	131	135
Leather Boots	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	65	70	75	80	85	87	90
Leather Gloves	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	65	70	75	80	85	87	90
Leather Helmet	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	65	70	75	80	85	87	90
Leather Leggings	23	6	8	10	13	15	17	20	21	22	23	29	35	40	46	52	58	63	75	81	86	92	98	100	104
Studded Leather Armor	35	9	12	16	19	23	26	30	32	33	35	44	53	61	70	79	88	96	114	123	131	140	149	152	158
Studded Leather Boots	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	81	88	94	100	106	109	113
Studded Leather Gloves	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	81	88	94	100	106	109	113
Studded Leather Helmet	25	6	9	11	14	16	19	21	23	24	25	31	38	44	50	56	63	69	81	88	94	100	106	109	113
Studded Leather Leggings	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	91	98	105	112	119	122	126
Ringmail Armor	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	130	140	150	160	170	174	180
Ringmail Boots	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	98	105	113	120	128	131	135
Ringmail Gloves	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	98	105	113	120	128	131	135
Ringmail Helmet	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	98	105	113	120	128	131	135
Ringmail Leggings	32	8	11	14	18	21	24	27	29	30	32	40	48	56	64	72	80	88	104	112	120	128	136	139	144
Scalemail Armor	45	11	16	20	25	29	34	38	41	43	45	56	68	79	90	101	113	124	146	158	169	180	191	196	203
Scalemail Boots	35	9	12	16	19	23	26	30	32	33	35	44	53	61	70	79	88	96	114	123	131	140	149	152	158
Scalemail Gloves	35	9	12	16	19	23	26	30	32	33	35	44	53	61	70	79	88	96	114	123	131	140	149	152	158
Scalemail Helmet	35	9	12	16	19	23	26	30	32	33	35	44	53	61	70	79	88	96	114	123	131	140	149	152	158
Scalemail Leggings	37	9	13	17	20	24	28	31	33	35	37	46	56	65	74	83	93	102	120	130	139	148	157	161	167
Banded Armor	50	13	18	23	28	33	38	43	45	48	50	63	75	88	100	113	125	138	163	175	188	200	213	218	225
Banded Boots	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	130	140	150	160	170	174	180
Banded Gloves	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	130	140	150	160	170	174	180
Banded Helmet	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	130	140	150	160	170	174	180
Banded Leggings	42	11	15	19	23	27	32	36	38	40	42	53	63	74	84	95	105	116	137	147	158	168	179	183	189
Chainmail Armor	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	179	193	206	220	234	239	248
Chainmail Boots	45	11	16	20	25	29	34	38	41	43	45	56	68	79	90	101	113	124	146	158	169	180	191	196	203
Chainmail Gloves	45	11	16	20	25	29	34	38	41	43	45	56	68	79	90	101	113	124	146	158	169	180	191	196	203
Chainmail Helmet	45	11	16	20	25	29	34	38	41	43	45	56	68	79	90	101	113	124	146	158	169	180	191	196	203
Chainmail Leggings	47	12	16	21	26	31	35	40	42	45	47	59	71	82	94	106	118	129	153	165	176	188	200	204	212
Splint Armor	60	15	21	27	33	39	45	51	54	57	60	75	90	105	120	135	150	165	195	210	225	240	255	261	270
Splint Boots	50	13	18	23	28	33	38	43	45	48	50	63	75	88	100	113	125	138	163	175	188	200	213	218	225
Splint Gloves	50	13	18	23	28	33	38	43	45	48	50	63	75	88	100	113	125	138	163	175	188	200	213	218	225
Splint Helmet	50	13	18	23	28	33	38	43	45	48	50	63	75	88	100	113	125	138	163	175	188	200	213	218	225
Splint Leggings	52	13	18	23	29	34	39	44	47	49	52	65	78	91	104	117	130	143	169	182	195	208	221	226	234
Platemail Armor	65	16	23	29	36	42	49	55	59	62	65	81	98	114	130	146	163	179	211	228	244	260	276	283	293
Platemail Boots	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	179	193	206	220	234	239	248

Feir 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Ytrium
116	125	129	131	134	138	140	144	150	163	166	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525
70	75	77	79	80	83	84	86	90	98	100	101	105	113	120	128	135	143	165	180	195	210	225	240	255	270	285	300	315
70	75	77	79	80	83	84	86	90	98	100	101	105	113	120	128	135	143	165	180	195	210	225	240	255	270	285	300	315
70	75	77	79	80	83	84	86	90	98	100	101	105	113	120	128	135	143	165	180	195	210	225	240	255	270	285	300	315
84	90	93	95	96	99	101	104	108	117	120	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
140	150	155	158	161	165	168	173	180	195	200	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
93	100	103	105	107	110	112	115	120	130	133	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
93	100	103	105	107	110	112	115	120	130	133	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
93	100	103	105	107	110	112	115	120	130	133	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
107	115	118	121	123	127	129	132	138	150	153	155	161	173	184	196	207	219	253	276	299	322	345	368	391	414	437	460	483
163	175	180	184	187	193	196	201	210	228	233	236	245	263	280	298	315	333	385	420	455	490	525	560	595	630	665	700	735
116	125	129	131	134	138	140	144	150	163	166	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525
116	125	129	131	134	138	140	144	150	163	166	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525
116	125	129	131	134	138	140	144	150	163	166	169	175	188	200	213	225	238	275	300	325	350	375	400	425	450	475	500	525
130	140	144	147	150	154	157	161	168	182	186	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
186	200	206	210	214	220	224	230	240	260	266	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
140	150	155	158	161	165	168	173	180	195	200	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
140	150	155	158	161	165	168	173	180	195	200	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
140	150	155	158	161	165	168	173	180	195	200	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
149	160	165	168	171	176	179	184	192	208	213	216	224	240	256	272	288	304	352	384	416	448	480	512	544	576	608	640	672
209	225	232	236	241	248	252	259	270	293	299	304	315	338	360	383	405	428	495	540	585	630	675	720	765	810	855	900	945
163	175	180	184	187	193	196	201	210	228	233	236	245	263	280	298	315	333	385	420	455	490	525	560	595	630	665	700	735
163	175	180	184	187	193	196	201	210	228	233	236	245	263	280	298	315	333	385	420	455	490	525	560	595	630	665	700	735
163	175	180	184	187	193	196	201	210	228	233	236	245	263	280	298	315	333	385	420	455	490	525	560	595	630	665	700	735
172	185	191	194	198	204	207	213	222	241	246	250	259	278	296	315	333	352	407	444	481	518	555	592	629	666	703	740	777
233	250	258	263	268	275	280	288	300	325	333	338	350	375	400	425	450	475	550	600	650	700	750	800	850	900	950	1000	1050
186	200	206	210	214	220	224	230	240	260	266	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
186	200	206	210	214	220	224	230	240	260	266	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
186	200	206	210	214	220	224	230	240	260	266	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
195	210	216	221	225	231	235	242	252	273	279	284	294	315	336	357	378	399	462	504	546	588	630	672	714	756	798	840	882
256	275	283	289	294	303	308	316	330	358	366	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155
209	225	232	236	241	248	252	259	270	293	299	304	315	338	360	383	405	428	495	540	585	630	675	720	765	810	855	900	945
209	225	232	236	241	248	252	259	270	293	299	304	315	338	360	383	405	428	495	540	585	630	675	720	765	810	855	900	945
209	225	232	236	241	248	252	259	270	293	299	304	315	338	360	383	405	428	495	540	585	630	675	720	765	810	855	900	945
219	235	242	247	251	259	263	270	282	306	313	317	329	353	376	400	423	447	517	564	611	658	705	752	799	846	893	940	987
279	300	309	315	321	330	336	345	360	390	399	405	420	450	480	510	540	570	660	720	780	840	900	960	1020	1080	1140	1200	1260
233	250	258	263	268	275	280	288	300	325	333	338	350	375	400	425	450	475	550	600	650	700	750	800	850	900	950	1000	1050
233	250	258	263	268	275	280	288	300	325	333	338	350	375	400	425	450	475	550	600	650	700	750	800	850	900	950	1000	1050
233	250	258	263	268	275	280	288	300	325	333	338	350	375	400	425	450	475	550	600	650	700	750	800	850	900	950	1000	1050
242	260	268	273	278	286	291	299	312	338	346	351	364	390	416	442	468	494	572	624	676	728	780	832	884	936	988	1040	1092
302	325	335	341	348	358	364	374	390	423	432	439	455	488	520	553	585	618	715	780	845	910	975	1040	1105	1170	1235	1300	1365
256	275	283	289	294	303	308	316	330	358	366	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155

Armor

Armor Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven	Dwarven	Alloy	Master Work	Teir' Dal	Combine	Fine Steel
Platemail Gloves	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	179	193	206	220	234	239	248
Platemail Helmet	55	14	19	25	30	36	41	47	50	52	55	69	83	96	110	124	138	151	179	193	206	220	234	239	248
Platemail Leggings	57	14	20	26	31	37	43	48	51	54	57	71	86	100	114	128	143	157	185	200	214	228	242	248	257
Imperial Armor	70	18	25	32	39	46	53	60	63	67	70	88	105	123	140	158	175	193	228	245	263	280	298	305	315
Imperial Boots	60	15	21	27	33	39	45	51	54	57	60	75	90	105	120	135	150	165	195	210	225	240	255	261	270
Imperial Gloves	60	15	21	27	33	39	45	51	54	57	60	75	90	105	120	135	150	165	195	210	225	240	255	261	270
Imperial Helmet	60	15	21	27	33	39	45	51	54	57	60	75	90	105	120	135	150	165	195	210	225	240	255	261	270
Imperial Leggings	62	16	22	28	34	40	47	53	56	59	62	78	93	109	124	140	155	171	202	217	233	248	264	270	279
Rathe Steel Armor	75	19	26	34	41	49	56	64	68	71	75	94	113	131	150	169	188	206	244	263	281	300	319	326	338
Rathe Steel Boots	65	16	23	29	36	42	49	55	59	62	65	81	98	114	130	146	163	179	211	228	244	260	276	283	293
Rathe Steel Gloves	65	16	23	29	36	42	49	55	59	62	65	81	98	114	130	146	163	179	211	228	244	260	276	283	293
Rathe Steel Helmet	65	16	23	29	36	42	49	55	59	62	65	81	98	114	130	146	163	179	211	228	244	260	276	283	293
Rathe Steel Leggings	67	17	23	30	37	44	50	57	60	64	67	84	101	117	134	151	168	184	218	235	251	268	285	291	302

Shields

Shield Type	Base AC	Ruined	Rusty	Tattered	Cracked	Worn	Tarnished	Tainted	Battleworn	Charred	Normal	Bronze	Cast Iron	Rugged	Reinforced	Padded	Sturdy	Strong	Elven	Dwarven	Alloy	Master Work	Teir' Dal	Combine	Fine Steel
Hide Shield	2	1	1	1	1	1	2	2	2	2	2	3	3	4	4	5	5	6	7	7	8	8	9	9	9
Wooden Shield	4	1	1	2	2	3	3	3	4	4	4	5	6	7	8	9	10	11	13	14	15	16	17	17	18
Buckler Shield	6	2	2	3	3	4	5	5	5	6	6	8	9	11	12	14	15	17	20	21	23	24	26	26	27
Steel Shield	8	2	3	4	4	5	6	7	7	8	8	10	12	14	16	18	20	22	26	28	30	32	34	35	36
Round Shield	10	3	4	5	6	7	8	9	9	10	10	13	15	18	20	23	25	28	33	35	38	40	43	44	45
Small Shield	12	3	4	5	7	8	9	10	11	11	12	15	18	21	24	27	30	33	39	42	45	48	51	52	54
Short Shield	14	4	5	6	8	9	11	12	13	13	14	18	21	25	28	32	35	39	46	49	53	56	60	61	63
Partial Shield	16	4	6	7	9	10	12	14	14	15	16	20	24	28	32	36	40	44	52	56	60	64	68	70	72
Half Shield	18	5	6	8	10	12	14	15	16	17	18	23	27	32	36	41	45	50	59	63	68	72	77	78	81
Square Shield	20	5	7	9	11	13	15	17	18	19	20	25	30	35	40	45	50	55	65	70	75	80	85	87	90
Kite Shield	22	6	8	10	12	14	17	19	20	21	22	28	33	39	44	50	55	61	72	77	83	88	94	96	99
Spiked Shield	24	6	8	11	13	16	18	20	22	23	24	30	36	42	48	54	60	66	78	84	90	96	102	104	108
Tower Shield	26	7	9	12	14	17	20	22	23	25	26	33	39	46	52	59	65	72	85	91	98	104	111	113	117
Targ Shield	28	7	10	13	15	18	21	24	25	27	28	35	42	49	56	63	70	77	91	98	105	112	119	122	126
Large Shield	30	8	11	14	17	20	23	26	27	29	30	38	45	53	60	68	75	83	98	105	113	120	128	131	135
Full Shield	32	8	11	14	18	21	24	27	29	30	32	40	48	56	64	72	80	88	104	112	120	128	136	139	144
Tall Shield	34	9	12	15	19	22	26	29	31	32	34	43	51	60	68	77	85	94	111	119	128	136	145	148	153
Bone Shield	36	9	13	16	20	23	27	31	32	34	36	45	54	63	72	81	90	99	117	126	135	144	153	157	162
Shell Shield	38	10	13	17	21	25	29	32	34	36	38	48	57	67	76	86	95	105	124	133	143	152	162	165	171
Skeletal Shield	40	10	14	18	22	26	30	34	36	38	40	50	60	70	80	90	100	110	130	140	150	160	170	174	180
Darkwood Shield	42	11	15	19	23	27	32	36	38	40	42	53	63	74	84	95	105	116	137	147	158	168	179	183	189
Great Shield	44	11	15	20	24	29	33	37	40	42	44	55	66	77	88	99	110	121	143	154	165	176	187	191	198
Plated Shield	46	12	16	21	25	30	35	39	41	44	46	58	69	81	92	104	115	127	150	161	173	184	196	200	207
Stone Shield	48	12	17	22	26	31	36	41	43	46	48	60	72	84	96	108	120	132	156	168	180	192	204	209	216
Stone Shield	50	13	18	23	28	33	38	43	45	48	50	63	75	88	100	113	125	138	163	175	188	200	213	218	225

Feir 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Yttrium
256	275	283	289	294	303	308	316	330	358	366	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155
256	275	283	289	294	303	308	316	330	358	366	371	385	413	440	468	495	523	605	660	715	770	825	880	935	990	1045	1100	1155
265	285	294	299	305	314	319	328	342	371	379	385	399	428	456	485	513	542	627	684	741	798	855	912	969	1026	1083	1140	1197
326	350	361	368	375	385	392	403	420	455	466	473	490	525	560	595	630	665	770	840	910	980	1050	1120	1190	1260	1330	1400	1470
279	300	309	315	321	330	336	345	360	390	399	405	420	450	480	510	540	570	660	720	780	840	900	960	1020	1080	1140	1200	1260
279	300	309	315	321	330	336	345	360	390	399	405	420	450	480	510	540	570	660	720	780	840	900	960	1020	1080	1140	1200	1260
279	300	309	315	321	330	336	345	360	390	399	405	420	450	480	510	540	570	660	720	780	840	900	960	1020	1080	1140	1200	1260
288	310	319	326	332	341	347	357	372	403	412	419	434	465	496	527	558	589	682	744	806	868	930	992	1054	1116	1178	1240	1302
349	375	386	394	401	413	420	431	450	488	499	506	525	563	600	638	675	713	825	900	975	1050	1125	1200	1275	1350	1425	1500	1575
302	325	335	341	348	358	364	374	390	423	432	439	455	488	520	553	585	618	715	780	845	910	975	1040	1105	1170	1235	1300	1365
302	325	335	341	348	358	364	374	390	423	432	439	455	488	520	553	585	618	715	780	845	910	975	1040	1105	1170	1235	1300	1365
302	325	335	341	348	358	364	374	390	423	432	439	455	488	520	553	585	618	715	780	845	910	975	1040	1105	1170	1235	1300	1365
312	335	345	352	358	369	375	385	402	436	446	452	469	503	536	570	603	637	737	804	871	938	1005	1072	1139	1206	1273	1340	1407

Feir 'Dal	Encrusted	Steel War	Fortified	Imbued	Silver War	Silverish	Velium	Hulking	Ancient	Obsidian	Titan	Shadowed	Focused	Enchanted	Purified	Blessed	Acrylia	Thunder	Champions	Firebranded	Darksteel	Antonian	Bloodclaw	Jar'Nal	Astral	Deathsteel	Ornate	Yttrium
9	10	10	11	11	11	11	12	12	13	13	14	14	15	16	17	18	19	22	24	26	28	30	32	34	36	38	40	42
19	20	21	21	21	22	22	23	24	26	27	27	28	30	32	34	36	38	44	48	52	56	60	64	68	72	76	80	84
28	30	31	32	32	33	34	35	36	39	40	41	42	45	48	51	54	57	66	72	78	84	90	96	102	108	114	120	126
37	40	41	42	43	44	45	46	48	52	53	54	56	60	64	68	72	76	88	96	104	112	120	128	136	144	152	160	168
47	50	52	53	54	55	56	58	60	65	67	68	70	75	80	85	90	95	110	120	130	140	150	160	170	180	190	200	210
56	60	62	63	64	66	67	69	72	78	80	81	84	90	96	102	108	114	132	144	156	168	180	192	204	216	228	240	252
65	70	72	74	75	77	78	81	84	91	93	95	98	105	112	119	126	133	154	168	182	196	210	224	238	252	266	280	294
74	80	82	84	86	88	90	92	96	104	106	108	112	120	128	136	144	152	176	192	208	224	240	256	272	288	304	320	336
84	90	93	95	96	99	101	104	108	117	120	122	126	135	144	153	162	171	198	216	234	252	270	288	306	324	342	360	378
93	100	103	105	107	110	112	115	120	130	133	135	140	150	160	170	180	190	220	240	260	280	300	320	340	360	380	400	420
102	110	113	116	118	121	123	127	132	143	146	149	154	165	176	187	198	209	242	264	286	308	330	352	374	396	418	440	462
112	120	124	126	128	132	134	138	144	156	160	162	168	180	192	204	216	228	264	288	312	336	360	384	408	432	456	480	504
121	130	134	137	139	143	146	150	156	169	173	176	182	195	208	221	234	247	286	312	338	364	390	416	442	468	494	520	546
130	140	144	147	150	154	157	161	168	182	186	189	196	210	224	238	252	266	308	336	364	392	420	448	476	504	532	560	588
140	150	155	158	161	165	168	173	180	195	200	203	210	225	240	255	270	285	330	360	390	420	450	480	510	540	570	600	630
149	160	165	168	171	176	179	184	192	208	213	216	224	240	256	272	288	304	352	384	416	448	480	512	544	576	608	640	672
158	170	175	179	182	187	190	196	204	221	226	230	238	255	272	289	306	323	374	408	442	476	510	544	578	612	646	680	714
167	180	185	189	193	198	202	207	216	234	239	243	252	270	288	306	324	342	396	432	468	504	540	576	612	648	684	720	756
177	190	196	200	203	209	213	219	228	247	253	257	266	285	304	323	342	361	418	456	494	532	570	608	646	684	722	760	798
186	200	206	210	214	220	224	230	240	260	266	270	280	300	320	340	360	380	440	480	520	560	600	640	680	720	760	800	840
195	210	216	221	225	231	235	242	252	273	279	284	294	315	336	357	378	399	462	504	546	588	630	672	714	756	798	840	882
205	220	227	231	235	242	246	253	264	286	293	297	308	330	352	374	396	418	484	528	572	616	660	704	748	792	836	880	924
214	230	237	242	246	253	258	265	276	299	306	311	322	345	368	391	414	437	506	552	598	644	690	736	782	828	874	920	966
223	240	247	252	257	264	269	276	288	312	319	324	336	360	384	408	432	456	528	576	624	672	720	768	816	864	912	960	1008
233	250	258	263	268	275	280	288	300	325	333	338	350	375	400	425	450	475	550	600	650	700	750	800	850	900	950	1000	1050

The Suffixes Table

With the prefixes out of the way, let's look at the suffixes. On items with a suffix, look it up in this table to find what effect it has on the item. Some suffixes affect only armor, while others affect only weapons.

Suffixes

Name	Effect on Weapons	Effect on Armor
Embers	Fire Damage 10–15	Fire Resist 10%
Flame	Fire Damage 16–25	Fire Resist 20%
Fire	Fire Damage 22–35	Fire Resist 30%
Blaze	Fire Damage 37–45	Fire Resist 40%
Inferno	Fire Damage 42–70	Fire Resist 60%
Magma	Fire Damage 47–73	Fire Resist 65%
Lava	Fire Damage 52–80	Fire Resist 67%
Hellfire	Fire Damage 58–89	Fire Resist 69%
Sleet	Cold Damage 7–12	Cold Resist 10%
Hail	Cold Damage 14–23	Cold Resist 20%
Cold	Cold Damage 20–31	Cold Resist 25%
Frost	Cold Damage 34–40	Cold Resist 32%
Freezing	Cold Damage 42–50	Cold Resist 45%
Ice Shards	Cold Damage 48–60	Cold Resist 50%
Icebergs	Cold Damage 53–70	Cold Resist 52%
Glaciers	Cold Damage 58–83	Cold Resist 54%
Ice Ages	Cold Damage 63–96	Cold Resist 56%
Tainting	Poison Damage 8–13	Poison Resist 12%
Acidity	Poison Damage 14–23	Poison Resist 24%
Poison	Poison Damage 24–30	Poison Resist 30%
Venom	Poison Damage 35–41	Poison Resist 37%
Toxin	Poison Damage 40–51	Poison Resist 45%
Corrosion	Poison Damage 46–64	Poison Resist 48%
Agony	Poison Damage 56–75	Poison Resist 50%
Gasping	Poison Damage 66–87	Poison Resist 52%
Dissolving	Poison Damage 79–101	Poison Resist 54%
Tainted Haze	Poison Cloud 1–3	Poison Resist 10%
Acidic Mist	Poison Cloud 3–8	Poison Resist 20%
Poison Cloud	Poison Cloud 8–13	Poison Resist 30%
Venom Spray	Poison Cloud 13–18	Poison Resist 35%
Toxic Brume	Poison Cloud 18–22	Poison Resist 42%
Gas	Poison Cloud 22–24	Poison Resist 46%
Smog	Poison Cloud 27–29	Poison Resist 49%
Jolts	Shock Damage 6–12	Shock Resist 8%
Volts	Shock Damage 13–19	Shock Resist 15%
Shock	Shock Damage 22–30	Shock Resist 20%
Currents	Shock Damage 32–40	Shock Resist 30%
Lightning	Shock Damage 42–49	Shock Resist 35%
Charge	Shock Damage 49–66	Shock Resist 40%
Arcing	Shock Damage 65–92	Shock Resist 45%
Thunder	Shock Damage 85–112	Shock Resist 50%
Depletion	N/A	Shock Resist 20%
Dispersion	N/A	Shock Resist 30%

Suffixes (cont'd)

Name	Effect on Weapons	Effect on Armor
Dissipation	N/A	Shock Resist 45%
Negation	N/A	Shock Resist 55%
Dissolution	N/A	Shock Resist 65%
Grounding	N/A	Shock Resist 73%
Neutrals	N/A	Shock Resist 80%
Fitness	Health Bonus 15	Health Bonus 5
Well Being	Health Bonus 35	Health Bonus 10
Health	Health Bonus 55	Health Bonus 15
Resilience	Health Bonus 75	Health Bonus 20
Life	Health Bonus 95	Health Bonus 25
Fullness	Health Bonus 105	Health Bonus 40
Wholeness	Health Bonus 125	Health Bonus 60
Constitution	Health Bonus 148	Health Bonus 80
Lifegiving	Health Bonus 180	Health Bonus 105
Lesser Mana	Mana Bonus 15	Mana Bonus 5
Balance	Mana Bonus 35	Mana Bonus 10
Mana	Mana Bonus 55	Mana Bonus 15
Energy	Mana Bonus 75	Mana Bonus 20
Greater Mana	Mana Bonus 95	Mana Bonus 25
Pure Balance	Mana Bonus 115	Mana Bonus 45
Pure Mana	Mana Bonus 135	Mana Bonus 65
Pure Energy	Mana Bonus 155	Mana Bonus 85
Insight	Mana Bonus 175	Mana Bonus 105
Clarity	Mana Bonus 195	Mana Bonus 125
The Mana Pool	Mana Bonus 215	Mana Bonus 145
Fortitude	Strength Bonus 5	Strength Bonus 2
The Bull	Strength Bonus 10	Strength Bonus 6
Strength	Strength Bonus 15	Strength Bonus 12
Power	Strength Bonus 20	Strength Bonus 21
The Giants	Strength Bonus 30	Strength Bonus 29
Godly Strength	Strength Bonus 50	Strength Bonus 38
The Tree	Strength Bonus 60	Strength Bonus 38
The Dagger	Strength Bonus 70	Strength Bonus 48
The Hammer	Strength Bonus 80	Strength Bonus 58
The Sword	Strength Bonus 90	Strength Bonus 68
The Stone	Strength Bonus 100	Strength Bonus 78
The Earth	Strength Bonus 110	Strength Bonus 88
Cunning	Intelligence Bonus 5	Intelligence Bonus 2
Wisdom	Intelligence Bonus 10	Intelligence Bonus 6
Intellect	Intelligence Bonus 15	Intelligence Bonus 12
Brilliance	Intelligence Bonus 25	Intelligence Bonus 21
Genius	Intelligence Bonus 40	Intelligence Bonus 29
Wits	Intelligence Bonus 40	Intelligence Bonus 29

Suffixes (cont'd)

Name	Effect on Weapons	Effect on Armor
Acumen	Intelligence Bonus 50	Intelligence Bonus 39
Judgment	Intelligence Bonus 60	Intelligence Bonus 49
Perception	Intelligence Bonus 70	Intelligence Bonus 59
Knowledge	Intelligence Bonus 80	Intelligence Bonus 69
Ingenuity	Intelligence Bonus 90	Intelligence Bonus 79
Poise	Dexterity Bonus 5	Dexterity Bonus 2
Agility	Dexterity Bonus 10	Dexterity Bonus 6
Dexterity	Dexterity Bonus 15	Dexterity Bonus 12
Balance	Dexterity Bonus 20	Dexterity Bonus 21
Precision	Dexterity Bonus 25	Dexterity Bonus 29
Godly Reflexes	Dexterity Bonus 39	Dexterity Bonus 38
Stealth	Dexterity Bonus 49	Dexterity Bonus 46
The Cat	Dexterity Bonus 59	Dexterity Bonus 56
The Puma	Dexterity Bonus 69	Dexterity Bonus 66
The Jaguar	Dexterity Bonus 79	Dexterity Bonus 76
The Lion	Dexterity Bonus 85	Dexterity Bonus 83
The Assassin	Dexterity Bonus 90	Dexterity Bonus 90
Fitness	Stamina Bonus 5	Stamina Bonus 2
Resilience	Stamina Bonus 10	Stamina Bonus 6
Stamina	Stamina Bonus 15	Stamina Bonus 12
Vigor	Stamina Bonus 20	Stamina Bonus 21
Vitality	Stamina Bonus 25	Stamina Bonus 29
Rhino	Stamina Bonus 50	Stamina Bonus 38
High Fitness	Stamina Bonus 55	Stamina Bonus 47
High Stamina	Stamina Bonus 63	Stamina Bonus 56
High Vigor	Stamina Bonus 71	Stamina Bonus 64
Survival	Stamina Bonus 78	Stamina Bonus 72
Resolve	Stamina Bonus 86	Stamina Bonus 80
Guts	Stamina Bonus 94	Stamina Bonus 87
Perk	Health Regeneration 15%	Health Regeneration 5%
Mending	Health Regeneration 25%	Health Regeneration 10%
Healing	Health Regeneration 35%	Health Regeneration 15%
Rejuvenation	Health Regeneration 45%	Health Regeneration 20%
Restoration	Health Regeneration 55%	Health Regeneration 25%
Growth	Health Regeneration 65%	Health Regeneration 30%
Recovery	Health Regeneration 75%	Health Regeneration 35%
Calm	Mana Regeneration 15%	Mana Regeneration 5%
Trance	Mana Regeneration 25%	Mana Regeneration 10%
Concentration	Mana Regeneration 35%	Mana Regeneration 15%
Focus	Mana Regeneration 45%	Mana Regeneration 20%
Will	Mana Regeneration 55%	Mana Regeneration 25%
Meditation	Mana Regeneration 65%	Mana Regeneration 30%
Manaflow	Mana Regeneration 75%	Mana Regeneration 35%
Warding	N/A	Armor Bonus 10
Guarding	N/A	Armor Bonus 25
Defense	N/A	Armor Bonus 30
Shielding	N/A	Armor Bonus 35
Protection	N/A	Armor Bonus 40

Suffixes (cont'd)

Name	Effect on Weapons	Effect on Armor
Dual Shield	N/A	Armor Bonus 40
Bone Skin	N/A	Armor Bonus 50
Oak Skin	N/A	Armor Bonus 60
Bronze Skin	N/A	Armor Bonus 70
Iron Skin	N/A	Armor Bonus 80
Iron Plates	N/A	Armor Bonus 90
Steel Skin	N/A	Armor Bonus 100
Steel Plates	N/A	Armor Bonus 110
Striking	Attack Speed Fast	N/A
Haste	Attack Speed Faster	N/A
Zeal	Attack Speed Lightning	N/A
Speed	Attack Speed Godly	N/A
Impairing	Critical 3% Bonus	N/A
Mangling	Critical 5% Bonus	N/A
Cleaving	Critical 7% Bonus	N/A
Gouging	Critical 9% Bonus	N/A
Mauling	Critical 12% Bonus	N/A
Beheading	Critical 15% Bonus	N/A
Justice	Destroy Undead Bonus 3	N/A
Requital	Destroy Undead Bonus 5	N/A
Wrath	Destroy Undead Bonus 15	N/A
Banishment	Destroy Undead Bonus 25	N/A
Resistance	Resist All Bonus 5%	Resist All 5%
Safeguarding	Resist All Bonus 7%	Resist All 7%
Withstanding	Resist All Bonus 10%	Resist All 10%
Shielding	Resist All Bonus 13%	Resist All 12%
Defending	Resist All Bonus 15%	Resist All 14%
Fortifying	Resist All Bonus 17%	Resist All 17%
Resolute	Resist All Bonus 22%	Resist All 22%
Immunity	Resist All Bonus 27%	Resist All 27%
Purity	Resist All Bonus 31%	Resist All 31%



Combinables

Combinables are special items you may find during your adventures. They can be combined with existing weapons and armor to increase their attributes or add effects. Both armor and weapons have a limit to how many combinables can be added. When you highlight a weapon or piece of armor, look for four circles that are either green or black. Each circle is a slot that a combinable can be added to. A green circle means that there is already something there, while a black circle indicates that you can add another combinable to that piece of equipment.

To combine an item with a weapon or piece of armor, highlight a combinable and press ✕. Then, select a weapon or piece of armor with a free slot and press ✕ again to combine the two items.

CAUTION

Once you add a combinable to a piece of equipment, you can't remove it. Choose wisely.

Combinables

Name	Effect on Weapons	Effect on Armor
Squashed Fire Beetle Eye	Fire Damage 10–15	Fire Resist 4%
Pierced Fire Beetle Eye	Fire Damage 17–23	Fire Resist 6%
Fire Beetle Eye	Fire Damage 25–35	Fire Resist 14%
Enflamed Fire Beetle Eye	Fire Damage 35–45	Fire Resist 17%
Massive Fire Beetle Eye	Fire Damage 40–60	Fire Resist 20%
Burning Fire Beetle Eye	Fire Damage 62–85	Fire Resist 24%
Short Bone Chip	Cold Damage 8–12	Cold Resist 4%
Fractured Bone Chip	Cold Damage 15–20	Cold Resist 6%
Bone Chip	Cold Damage 25–31	Cold Resist 14%
Smooth Bone Chip	Cold Damage 32–42	Cold Resist 17%
Chilled Bone Chip	Cold Damage 37–57	Cold Resist 20%
Icy Bone Chip	Cold Damage 45–66	Cold Resist 24%
Tiny Venom Sac	Poison Damage 8–13	Poison Resist 4%
Punctured Venom Sac	Poison Damage 15–25	Poison Resist 6%
Venom Sac	Poison Damage 25–35	Poison Resist 14%
Engorged Venom Sac	Poison Damage 35–45	Poison Resist 17%
Potent Venom Sac	Poison Damage 40–60	Poison Resist 20%
Widow Venom Sac	Poison Damage 52–76	Poison Resist 24%
Exhausted Poison Gland	Poison Cloud 3–7	Poison Resist 4%
Dry Poison Gland	Poison Cloud 7–12	Poison Resist 6%
Poison Gland	Poison Cloud 12–17	Poison Resist 14%
Unfilled Poison Gland	Poison Cloud 17–27	Poison Resist 17%
Full Poison Gland	Poison Cloud 27–37	Poison Resist 20%
Bloated Poison Gland	Poison Cloud 30–32	Poison Resist 24%
Ruined Mummy Tongue	Disease Damage 8–14	Disease Resist 4%
Decomposed Mummy Tongue	Disease Damage 16–23	Disease Resist 6%
Mummy Tongue	Disease Damage 24–34	Disease Resist 14%
Stitched Mummy Tongue	Disease Damage 34–44	Disease Resist 17%
Preserved Mummy Tongue	Disease Damage 40–60	Disease Resist 20%
Embalmbed Mummy Tongue	Disease Damage 52–71	Disease Resist 24%

Combinables (cont'd)

Name	Effect on Weapons	Effect on Armor
Crushed Storm Shard	Shock Damage 4–6	Magic Resist 4%
Chipped Storm Shard	Shock Damage 10–14	Magic Resist 6%
Storm Shard	Shock Damage 18–26	Magic Resist 14%
Finely Cut Storm Shard	Shock Damage 27–37	Magic Resist 17%
Exquisite Storm Shard	Shock Damage 32–42	Magic Resist 20%
Charged Storm Shard	Shock Damage 42–68	Magic Resist 24%
Flawed Soul Gem	Health Bonus 25	Health Bonus 25
Cracked Soul Gem	Health Bonus 35	Health Bonus 35
Soul Gem	Health Bonus 55	Health Bonus 55
Polished Soul Gem	Health Bonus 75	Health Bonus 75
Flawless Soul Gem	Health Bonus 95	Health Bonus 95
Runed Soul Gem	Health Bonus 110	Health Bonus 105
Engraved Soul Gem	Health Bonus 130	Health Bonus 123
Enchanted Soul Gem	Health Bonus 140	Health Bonus 130
Watchful Soul Gem	Health Bonus 150	Health Bonus 137
Protecting Soul Gem	Health Bonus 160	Health Bonus 145
Guardian Soul Gem	Health Bonus 180	Health Bonus 150
Swirling Soul Gem	Health Bonus 200	Health Bonus 160
Broken Vampire Fang	Mana Bonus 25	Mana Bonus 25
Fractured Vampire Fang	Mana Bonus 35	Mana Bonus 35
Vampire Fang	Mana Bonus 55	Mana Bonus 55
Sharp Vampire Fang	Mana Bonus 75	Mana Bonus 75
Edged Vampire Fang	Mana Bonus 95	Mana Bonus 95
Jagged Vampire Fang	Mana Bonus 110	Mana Bonus 105
Razor Vampire Fang	Mana Bonus 130	Mana Bonus 123
Haunted Vampire Fang	Mana Bonus 140	Mana Bonus 130
Bloody Vampire Fang	Mana Bonus 150	Mana Bonus 137
Fresh Vampire Fang	Mana Bonus 160	Mana Bonus 145
Lord's Vampire Fang	Mana Bonus 180	Mana Bonus 151
Sacred Vampire Fang	Mana Bonus 200	Mana Bonus 160

Combinables (cont'd)

Name	Effect on Weapons	Effect on Armor
Cryptic Bull Rune	Strength Bonus 5	Strength Bonus 5
Obscure Bull Rune	Strength Bonus 15	Strength Bonus 15
Bull Rune	Strength Bonus 25	Strength Bonus 25
Lucid Bull Rune	Strength Bonus 35	Strength Bonus 35
Complete Bull Rune	Strength Bonus 45	Strength Bonus 45
Fortified Bull Rune	Strength Bonus 55	Strength Bonus 53
Weighted Bull Rune	Strength Bonus 65	Strength Bonus 60
Tattered Star Glyph	Intelligence Bonus 5	Intelligence Bonus 5
Busted Star Glyph	Intelligence Bonus 15	Intelligence Bonus 15
Star Glyph	Intelligence Bonus 25	Intelligence Bonus 25
Intact Star Glyph	Intelligence Bonus 35	Intelligence Bonus 35
Divine Star Glyph	Intelligence Bonus 45	Intelligence Bonus 45
Radiating Star Glyph	Intelligence Bonus 55	Intelligence Bonus 53
Sages Star Glyph	Intelligence Bonus 65	Intelligence Bonus 60
Ruined Ghoul Flesh	Dexterity Bonus 5	Dexterity Bonus 5
Torn Ghoul Flesh	Dexterity Bonus 15	Dexterity Bonus 15
Ghoul Flesh	Dexterity Bonus 25	Dexterity Bonus 25
Fresh Ghoul Flesh	Dexterity Bonus 35	Dexterity Bonus 35
Sheer Ghoul Flesh	Dexterity Bonus 45	Dexterity Bonus 45
Warm Ghoul Flesh	Dexterity Bonus 59	Dexterity Bonus 55
Twitching Ghoul Flesh	Dexterity Bonus 69	Dexterity Bonus 63
Shattered Bloodstone	Stamina Bonus 5	Stamina Bonus 5
Opaque Bloodstone	Stamina Bonus 15	Stamina Bonus 15
Bloodstone	Stamina Bonus 25	Stamina Bonus 25
Crimson Bloodstone	Stamina Bonus 35	Stamina Bonus 35
Engraved Bloodstone	Stamina Bonus 45	Stamina Bonus 45
Imbued Bloodstone	Stamina Bonus 55	Stamina Bonus 53
Pulsating Bloodstone	Stamina Bonus 65	Stamina Bonus 60
Meager Regen Stone	Health Regeneration Bonus 12%	Health Regeneration Bonus 12%
Puny Regen Stone	Health Regeneration Bonus 18%	Health Regeneration Bonus 18%
Regen Stone	Health Regeneration Bonus 28%	Health Regeneration Bonus 28%
Charged Regen Stone	Health Regeneration Bonus 38%	Health Regeneration Bonus 38%
Enchanted Regen Stone	Health Regeneration Bonus 48%	Health Regeneration Bonus 48%
Meager Mana Stone	Mana Regeneration Bonus 12%	Mana Regeneration Bonus 12%
Damaged Mana Stone	Mana Regeneration Bonus 18%	Mana Regeneration Bonus 18%
Mana Stone	Mana Regeneration Bonus 28%	Mana Regeneration Bonus 28%

Combinables (cont'd)

Name	Effect on Weapons	Effect on Armor
Charged Mana Stone	Mana Regeneration Bonus 38%	Mana Regeneration Bonus 38%
Infused Mana Stone	Mana Regeneration Bonus 48%	Mana Regeneration Bonus 48%
Cracked Carapace	AC Bonus 25	N/A
Worn Carapace	AC Bonus 35	N/A
Carapace	AC Bonus 45	N/A
Thick Carapace	AC Bonus 55	N/A
Enforced Carapace	AC Bonus 75	N/A
Rugged Carapace	AC Bonus 75	N/A
Double Layered Carapace	AC Bonus 85	N/A
Ironskin Carapace	AC Bonus 105	N/A
Unbreakable Carapace	AC Bonus 125	N/A
Tiny Misty Globe	Attack Speed Fast	N/A
Paltry Misty Globe	Attack Speed Faster	N/A
Misty Globe	Attack Speed Lightning	N/A
Calmed Misty Globe	Attack Speed Godly	N/A
Coarse Whetstone	Critical 4%	N/A
Rough Whetstone	Critical 8%	N/A
Whetstone	Critical 12%	N/A
Smooth Whetstone	Critical 14%	N/A
Perfected Whetstone	Critical 16%	N/A
Cracked Diamond	Resist All 5%	Resist All 5%
Tarnished Diamond	Resist All 7%	Resist All 7%
Flawed Diamond	Resist All 10%	Resist All 9%
Diamond	Resist All 13%	Resist All 12%
Fine Diamond	Resist All 15%	Resist All 14%
Flawless Diamond	Resist All 19%	Resist All 15%
Perfect Diamond	Resist All 22%	Resist All 15%



HOW TO USE THE WALKTHROUGH

The walkthrough chapters contain a lot of information that may be confusing at first glance. However, after you get a feel for how each chapter is organized, a glance is all you need to find the information you need.

Pertinent Information Box

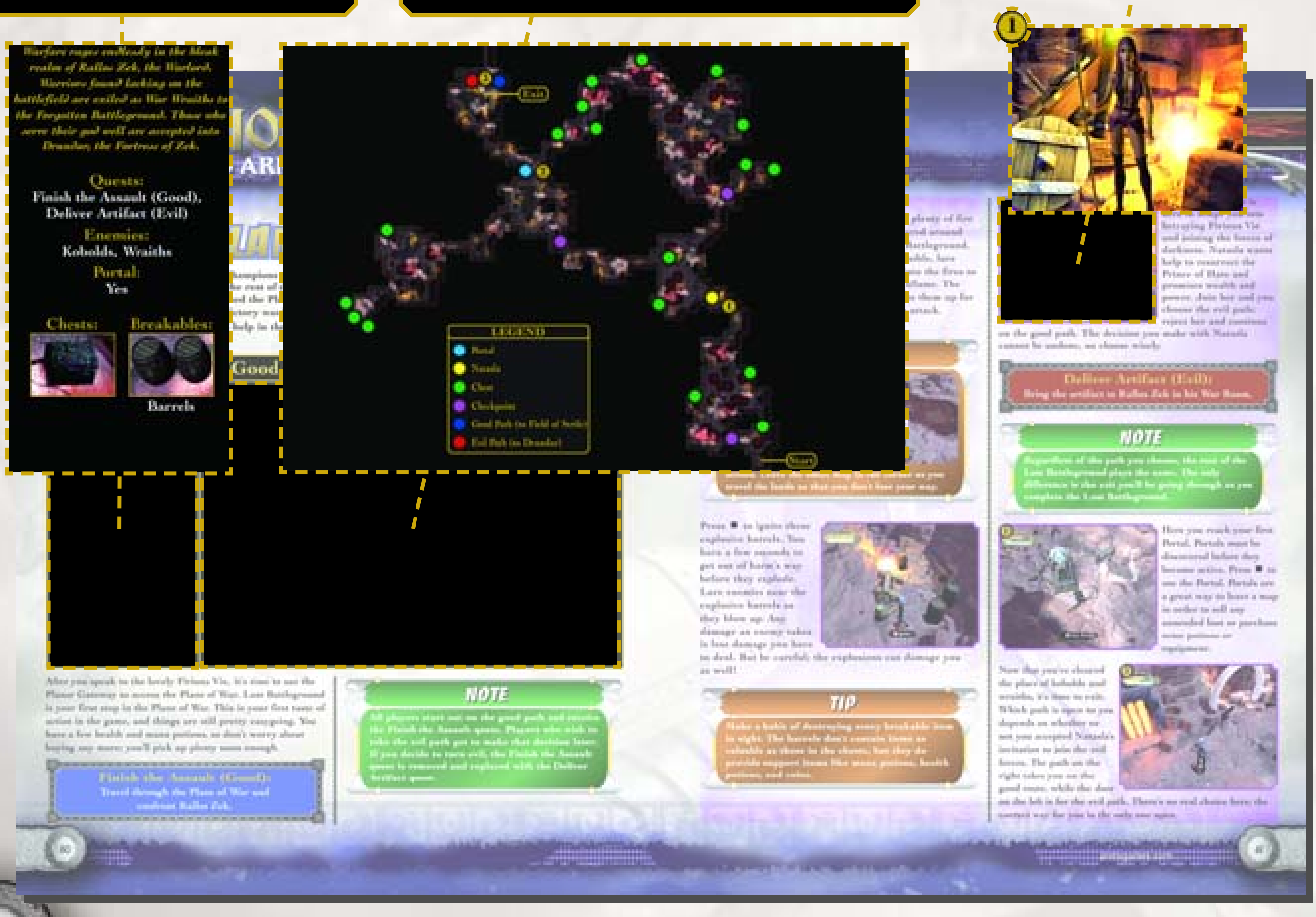
This box appears at the beginning of every newly encountered zone. The box contains pertinent information to let you know what to expect. Check out the box for each map before venturing into unknown territory.

Maps

Maps are the single most important aspect of the walkthrough. You'll probably reference them the most as you travel through the planes. Each map legend points out key locations on the map. Chests, Portals, and checkpoints, if there are any, are always located. Additional items might include non-player characters, switches, or other a critical details.

Numbered Screens

In addition, numbers on the map correspond to walkthrough text and screenshots with matching numbers. If you see a number on the map, look for that number in the corner of one of the screenshots in the text.



Walkthrough Text and Screenshots

The text and screenshots are a more detailed look at each level. They describe what to do and how to do it. If a screenshot has a number in the corner, look to the map for the matching number. This indicates that that event takes place at that location on the map.

Early in the game, you must decide on an alignment. Choosing good or evil affects how the rest of the game plays out for you. To see which walkthrough text and screenshot applies to your alignment, look at the background color. Blue denotes the good path and red denotes the evil path. In cases where the good and evil paths coincide, the background is purple.

Good

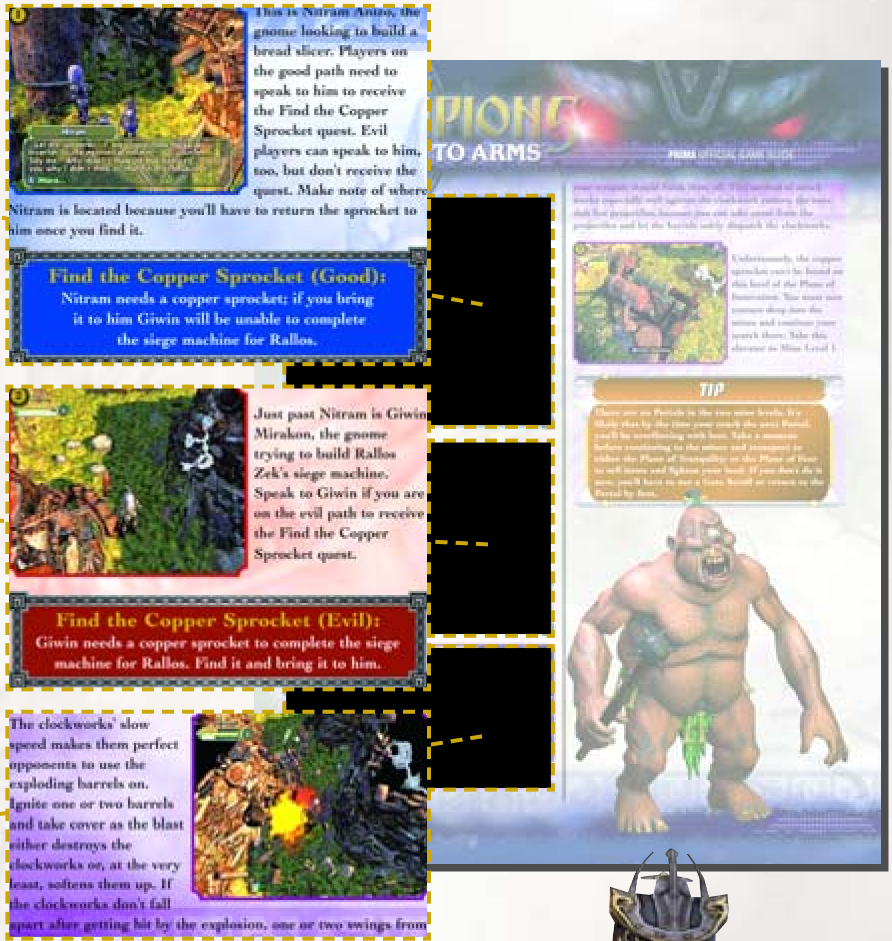
Good players should look at the blue sections.

Evil

Evil players should look at the red sections.

Both

Walkthrough text that applies to both the good and evil paths is in purple.



Bosses

Boss encounters are clearly marked in black. Refer to these sections for key information on how to beat them.

The boss stats listed, like all enemy stats in the book, are multipliers, not actual values. See Chapter 5 for information on how to read the statistics tables.





TIP

Before you start every level, take a moment to study the map. Having an idea of how the area is laid out can save you time and frustration.

PLANE OF WAR

All seemed fine for a while after the Champions of Norrath destroyed the god Innoruuk, the Prince of Hate. And although his plane was shut off from the rest of the planes, evil threatens the Planes of Power once more. The knights that protect the Planes of Power stormed the Plane of War in hopes of defeating Rallos Zek. They fared well until they reached Rallos Zek's palace. Just as victory was in sight, a new power appeared and demolished the army.

Firiona Vie has called upon you to help in the battle to save the Planes of Power. Will you help, or will you take your own path?

Lost Battleground (Good and Evil)

Warfare rages endlessly in the bleak realm of Rallos Zek, the Warlord. Warriors found lacking on the battlefield are exiled as War Wraiths to the Forgotten Battleground. Those who serve their god well are accepted into Drundar, the Fortress of Zek.

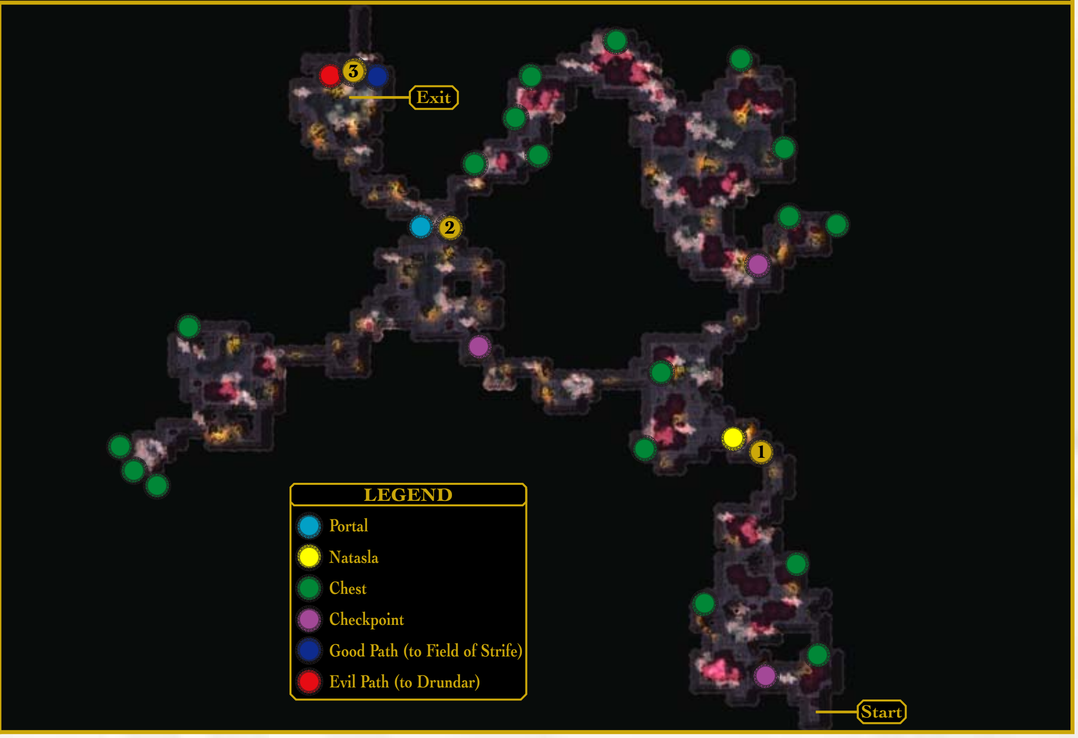
Quests: Finish the Assault (Good), Deliver Artifact (Evil)

Enemies: Kobolds, Wraiths

Portal: Yes

Chests:

Breakables: Barrels



After you speak to the lovely Firiona Vie, it's time to use the Planar Gateway to access the Plane of War. Lost Battleground is your first stop in the Plane of War. This is your first taste of action in the game, and things are still pretty easygoing. You have a few health and mana potions, so don't worry about buying any more; you'll pick up plenty soon enough.

Finish the Assault (Good): Travel through the Plane of War and confront Rallos Zek.

> **NOTE**
>
> **All players start out on the good path and receive the Finish the Assault quest. Players who wish to take the evil path get to make that decision later. If you decide to turn evil, the Finish the Assault quest is removed and replaced with the Deliver Artifact quest.**



There are plenty of fire pits scattered around the Lost Battleground. When possible, lure enemies into the fires to set them aflame. The fire softens them up for your own attack.

TIP



It's easy to get lost when exploring the different maps. Press R3 to bring up the onscreen map. Press it again to put a smaller version of the map in the upper right-hand corner of the screen. Leave the small map in the corner as you travel the lands so that you don't lose your way.



Press ■ to ignite these explosive barrels. You have a few seconds to get out of harm's way before they explode. Lure enemies near the explosive barrels as they blow up. Any damage an enemy takes is less damage you have to deal. But be careful; the explosions can damage you as well!

TIP

Make a habit of destroying every breakable item in sight. The barrels don't contain items as valuable as those in the chests, but they do provide support items like mana potions, health potions, and coins.



Meet Natasla. She is here to tempt you into betraying Firiona Vie and joining the forces of darkness. Natasla wants help to resurrect the Prince of Hate and promises wealth and power. Join her and you choose the evil path; reject her and continue on the good path. The decision you make with Natasla cannot be undone, so choose wisely.

Deliver Artifact (Evil):

Bring the artifact to Rallos Zek in his War Room.

NOTE

Regardless of the path you choose, the rest of the Lost Battleground plays the same. The only difference is the exit you'll be going through as you complete the Lost Battleground.



Here you reach your first Portal. Portals must be discovered before they become active. Press ■ to use the Portal. Portals are a great way to leave a map in order to sell any unneeded loot or purchase some potions or equipment.



Now that you've cleared the place of kobolds and wraiths, it's time to exit. Which path is open to you depends on whether or not you accepted Natasla's invitation to join the evil forces. The path on the right takes you on the good route, while the door on the left is for the evil path. There's no real choice here; the correct way for you is the only one open.



Field of Strife (Good)

Quests:
Finish the Assault (Continued), Lower the Bridges

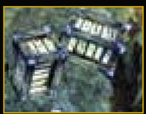
Enemies:
Orcs

Portal:
Yes

Chests:



Breakables:



Crates



To get to Rallos Zek, you must find a back way through the Field of Strife. To help you with this task, an elf engineer named Nuranin will lower the bridges that lead to Rallos Zek. The only problem is the large number of orcs in the area. You must clear each immediate area of danger before Nuranin can lower the bridges. Speak with the engineer to find out exactly what types of orcs are around the corner. The way to the Armory/War Room and Rallos Zek lies on the far end of the map.



Speak with the engineer; he tells you about the dangers that you must eliminate before he can lower the next bridge. The area surrounding each bridge (there are three) must be cleared before it can be lowered.

Lower the Bridges (Good):

Make sure that it is safe for the scout to lower the bridges. Speak with him about the impending dangers.



Many archers attack while you are engaged with other orcs. Take the fight to a protected area where the archers can't hit you as you fight. The narrow passageways and areas protected by high walls are good spots.



The first task is to clear the orcs around these two areas. They're not too tough, but there are many of them. Get them all or the elf won't lower the bridge. Watch the orc count in the lower-right corner of the screen to keep track of how many are left.



After the first bridge is lowered, your targets are two orc shamans. Of course, it's not going to be that easy. The shamans are deep in these areas, one on either side of the map, and are protected by an army of orcs. The

shaman on the left is named Kresh Skullrock, and the one on the right is Vulk Illmare. They both use spells when attacking but have different styles. Watch for Kresh's projectile blasts; dodge them and mount your attack from far or near, depending on your class. Vulk likes to summon orcs to soften you up. Keep on the move to avoid the orcs and focus the attack on Vulk; killing orcs just causes Vulk to summon more.

TIP

If there are orcs near a catapult, ignite the wagon, run, and watch as the explosion takes out both the catapult and the foolish orcs.



After the next bridge, you're asked to destroy two catapults. The catapults are near each other but are protected by many orcs. Destroy all the orcs on the way to the catapults while avoiding fireball bombardment. Stay away from the fire that the bombardments leave on the ground. To destroy the catapults, ignite the wagons full of explosives that sit nearby.

Armory/War Room (Good)

Quests:
Finish the Assault (Continued)

Enemies:
Gladiators

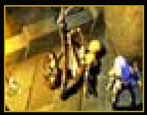
Boss:
Rallos Zek

Portal:
Yes

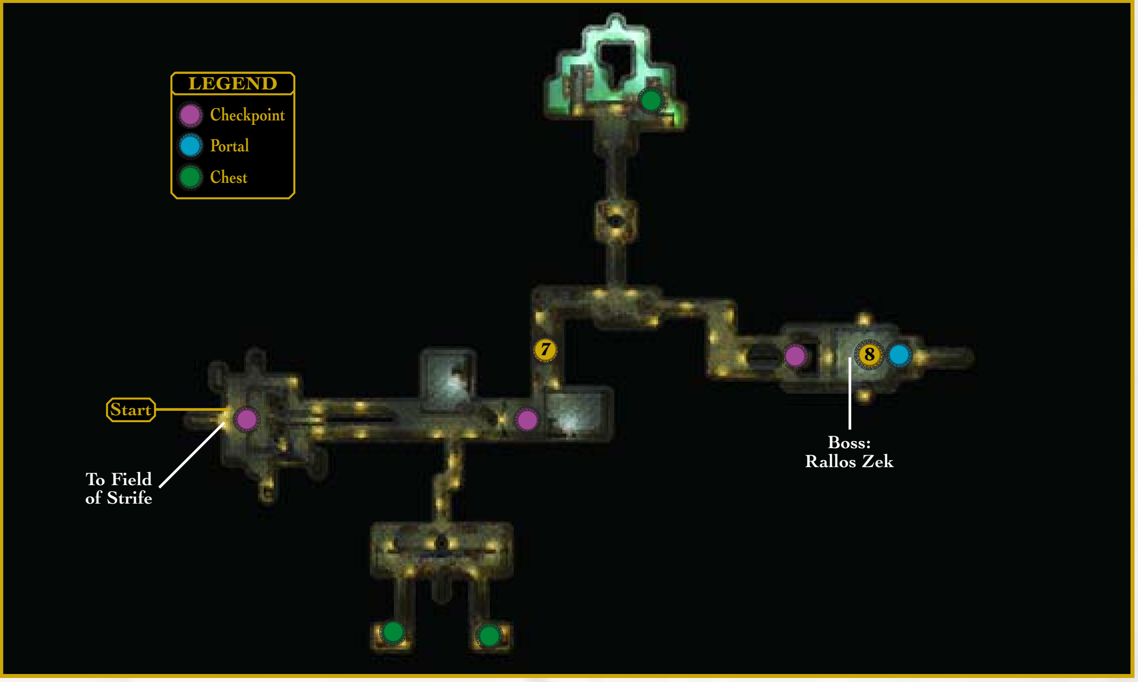
Chests:



Breakables:



Weapons Rack



The Armory/War Room is where you meet Rallos Zek, but not before fighting through his hordes of gladiators. Use the area's many narrow passageways to your advantage. Ranged fighters and casters have an easier time aiming their attacks because the passageways often force the gladiators to bunch up. Melee fighters can hack and slash in one direction and hit multiple targets. But no matter what class you are, watch out for enemies coming from behind.

There are few chests in the Armory/War Room, and they are all tucked away in dead-end passages. It's not necessary to go down these dangerous passages, but the loot in the chests may prove valuable. Besides, the plentiful enemies to fight give you much needed XP.





These staggered boxes have many explosive barrels near them and many gladiators waiting behind them. Ignite the barrels and let the explosions help you out. Don't be too concerned about luring the enemies to the explosions: use the barrels to help you out but don't rely on them.

Sure, there is a Portal here, but you can't activate it until you defeat Rallos Zek. If you need to teleport somewhere, return to the Field of Strife and use the Portal there. If you're low on potions, use the Portal before you face Rallos Zek.

Boss Battle: Rallos Zek

Type	HP	AC	Damage	Attack	XP
Rallos Zek	30	6	7	4	18



Now that you've reached Rallos Zek, it's time to pull out all the stops. If you're a ranged combatant, be ready to dodge his projectile attacks. Run perpendicular to the blasts to avoid them, and cast or shoot a few blasts of your own.



If you would enjoy a more up-close and personal experience with Rallos Zek, run up and mount the attack by his feet. His attacks are powerful and even a few hits will hurt. Keep blocking and wait for him to stop swinging his weapon. Then throw a couple of hits in between his swings.

Boss Battle: Rallos Zek (cont'd)

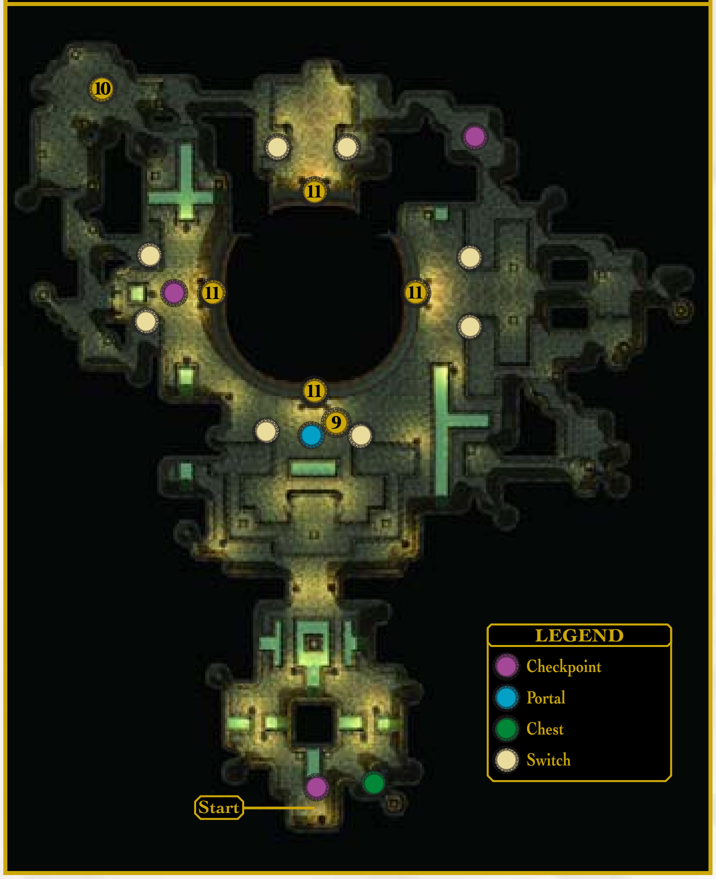
CAUTION

When standing close to Rallos Zek, always hold down the block button (R1). If he decides to take a few steps toward you and you're not blocking, you'll take damage.



Watch Rallos Zek intently as you fight. If he raises his sword with both hands, run away. When he pounds the ground with the sword, the large blue ring on the ground indicates the range of the attack. Don't get caught within the ring.

Drundar (Evil)



Quests:
Deliver Artifact (Continued), Enter the Arena

Enemies:
Goblins, Ogres

Portal:
Yes

Chests:



Breakables:



Barrels, Crates

Now that you've decided to follow the evil path, you must win Rallos Zek's favor. To do so, defeat the goblins and ogres on the way to Drundar Arena, where you get your chance to prove yourself worthy to the Warlord. It's easy to get lost in the twists and turns of Drundar, so stay alert and go into the Arena fully prepared.



Ogres are large and tough creatures. They can take a beating and still come at you strong. Keep your distance and fire projectiles or spells while staying on the run. Their slow speed makes this the safest way to defeat them. If you must fight up close, keep blocking and hack away between ogre swipes.



Goblins are much faster and more numerous than the ogres. With archers and melee goblins on the attack, use the corners of the walls to avoid the archers while engaging in melee combat.



Once you make it near this Portal, you see Drundar Arena. However, the gates are locked. Eight switches lie scattered throughout Drundar, and all of them need to be activated before you can access the Arena to show Rallos Zek what you're made of.

Enter the Arena (Evil):

Release the eight switches to unlock the Drundar Arena doors.



The switches are triangular and can be activated by pressing ■.



Don't go charging into this area unprepared. There's an especially tough and appropriately named ogre here called Thud. While a lot tougher than the rest of the ogres, Thud has the same repertoire of attacks. Blocking is even more important here, as well as knowing when to keep your distance.





Once all the switches are activated, use any one of these entrances to reach Drundar Arena. Use the Portal to return to Firiona and purchase plenty of potions.

Drundar Arena (Evil)

Quests: Deliver Artifact (Continued)
Enemies: Undead Knights
Boss: Avatar of Fear
Portal: No
Chests: None
Breakables: None

Before you can deliver the artifact to Rallos Zek, you must get past the enemies in the Arena. First you face off against four undead knights. These guys pack a mean punch and have powerful spells. Your troubles aren't over after you defeat them, however, as the true test appears. The Avatar of Fear is a gigantic creature with four arms and is sure to live up to its name. Bring plenty of potions and plenty of ammo for your ranged weapons.



The four undead knights have many long-distance spells. Keep on the move and run in zigzag patterns to avoid the blasts. Attack them from a distance with a ranged weapon or spell. Even melee fighters may have trouble taking on four knights at a time.

TIP

Pick one undead knight and focus your attacks on him. The faster you reduce the number of enemies, the less dangerous the Arena is. Pull down on the right analog stick to zoom the camera out. With a wider perspective, you can better keep track of where everything is.



As if four undead knights aren't enough, one of them will summon a skeleton to fight by their side. The skeleton is much faster and can often catch up with you. It will stop chasing you when it takes a swing at you. Keep running and it will miss you. For the most part, ignore the skeleton and concentrate on the knights. Another skeleton will be summoned to replace each one you kill.

TIP

Pick up any items dropped by fallen undead knights. You can use all the help you can get.

Boss Battle: Avatar of Fear

Type	HP	AC	Damage	Attack	XP
Avatar of Fear	60	2.4	2	4.2	10.5



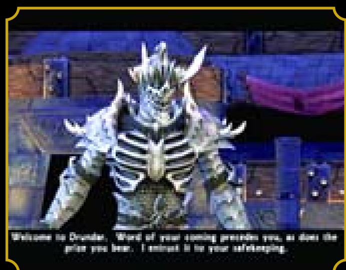
When the undead knights are defeated, you come face to face with the four-armed Avatar of Fear. The best way to defeat the Avatar of Fear is to keep a distance and pepper it with projectiles or spells.



Fighting up close is risky, because if the Avatar of Fear decides to pound on the ground with all four of its arms, it'll knock you on the ground regardless of whether or not you are blocking. If you see it raise its arms, make a run for it. If you can make it outside of the blue ring, turn around and launch a long-distance attack.

TIP

When you're up close to the Avatar of Fear, hold down R1 until it finishes its attack. Sometimes, however, its flurry of swings will seem endless. In these cases, press L1 while continuing to block to put some distance between you and the Avatar of Fear.



Repeat the hit-and-run tactics until the Avatar of Fear is defeated. When Rallos Zek appears, he accepts your decision to join him and sends you to the Plane of Fear to meet Natasla. From this point on, as a follower of the evil path, the Plane of Fear will replace all the services that were once provided by the Plane of Tranquility.

PLANE OF INNOVATION

Rallos Zek has commissioned a gnome, Giwin Mirakon, to build a siege machine for him here on the Plane of Innovation. The only thing Giwin is missing is a copper sprocket. The other gnome here, Nitram Anizo, is building something much less sinister, a bread slicer. Nitram also needs a copper sprocket to finish his project. Players on both the good and evil paths are assigned the same task—to find and retrieve the copper sprocket.

Plane of Innovation (Good and Evil)

A maze of pathways, carved from piles of junk, weave their way through this industrial wasteland. Clockworks survive here, perpetually seeking ways to improve themselves. All are advised to be wary when entering this realm; these scavenging mechanisms serve only themselves.

Quests:
Find the Copper Sprocket (Good and Evil)

Enemies:
Clockworks

Portal:
Yes

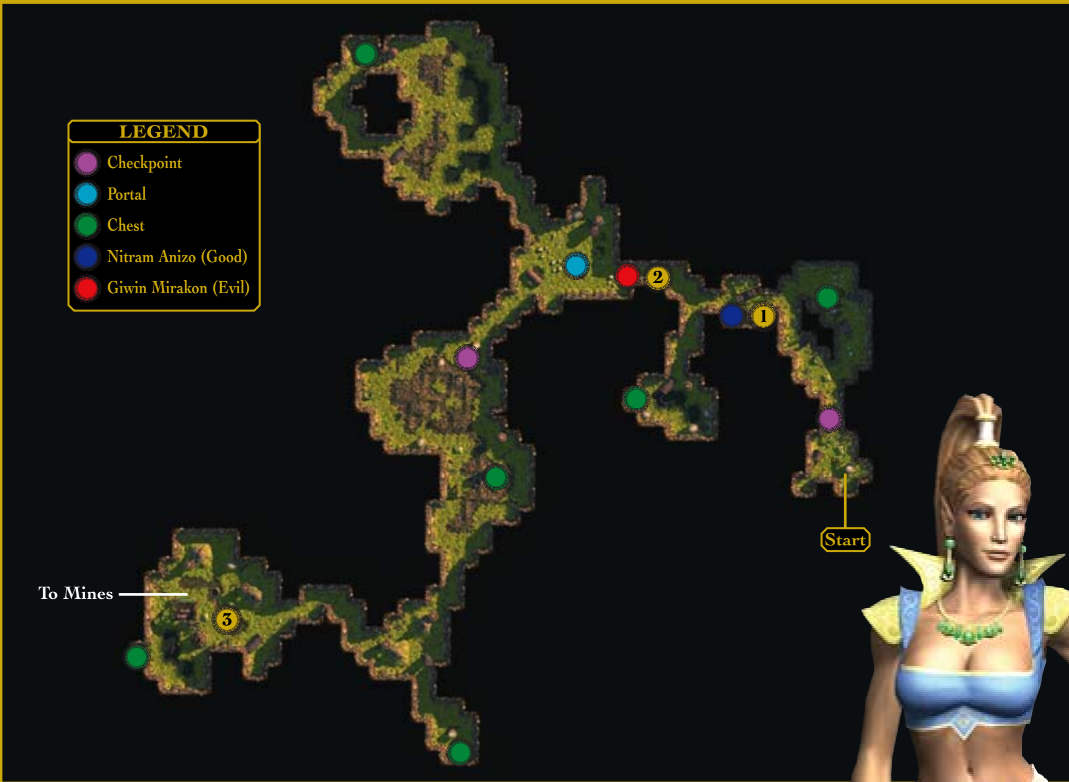
Chests:



Breakables:



Barrels



The Plane of Innovation is the land of the clockworks. These mechanical contraptions hold no allegiances. Good or evil, you must plow through countless clockworks to find the sprocket. First, however, you must speak with your respective gnome to receive the assignment. Speak with Giwin if you are on the evil path or Nitram if you are on the good path.

Clockworks are big and powerful but also very slow. Long-distance fighters can easily turn clockworks into a pile of junk long before they come close. Melee fighters need to mix up blocks with melee attacks or the clockworks' powerful arms can bring a world of hurt.



CAUTION

When a clockwork is defeated, it can linger for a couple of seconds on its feet. Most of them just then fall over and break into pieces, but some of them explode after a few seconds. Keep your distance from a defeated clockwork in case it detonates, especially if you are low on health.





This is Nitram Anizo, the gnome looking to build a bread slicer. Players on the good path need to speak to him to receive the Find the Copper Sprocket quest. Evil players can speak to him, too, but don't receive the quest. Make note of where Nitram is located because you'll have to return the sprocket to him once you find it.

Find the Copper Sprocket (Good):
Nitram needs a copper sprocket; if you bring it to him Giwin will be unable to complete the siege machine for Rallos.



Just past Nitram is Giwin Mirakon, the gnome trying to build Rallos Zek's siege machine. Speak to Giwin if you are on the evil path to receive the Find the Copper Sprocket quest.

Find the Copper Sprocket (Evil):
Giwin needs a copper sprocket to complete the siege machine for Rallos. Find it and bring it to him.



The clockworks' slow speed makes them perfect opponents to use the exploding barrels on. Ignite one or two barrels and take cover as the blast either destroys the clockworks or, at the very least, softens them up. If the clockworks don't fall apart after getting hit by the explosion, one or two swings from your weapon should finish them off. This method of attack works especially well against the clockwork cutters, the ones that fire projectiles, because you can take cover from the projectiles and let the barrels safely dispatch the clockworks.



Unfortunately, the copper sprocket can't be found on this level of the Plane of Innovation. You must now venture deep into the mines and continue your search there. Take this elevator to Mine Level 1.

TIP

There are no Portals in the two mine levels. It's likely that by the time your reach the next Portal, you'll be overflowing with loot. Take a moment before continuing to the mines and transport to either the Plane of Tranquility or the Plane of Fear to sell items and lighten your load. If you don't do it now, you'll have to use a Gate Scroll or return to the Portal by foot.



Mine Level 1 (Good and Evil)

Quests:
Find the Copper Sprocket
(Good and Evil, Continued)

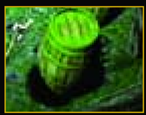
Enemies:
Clockworks, Droids

Portal:
No

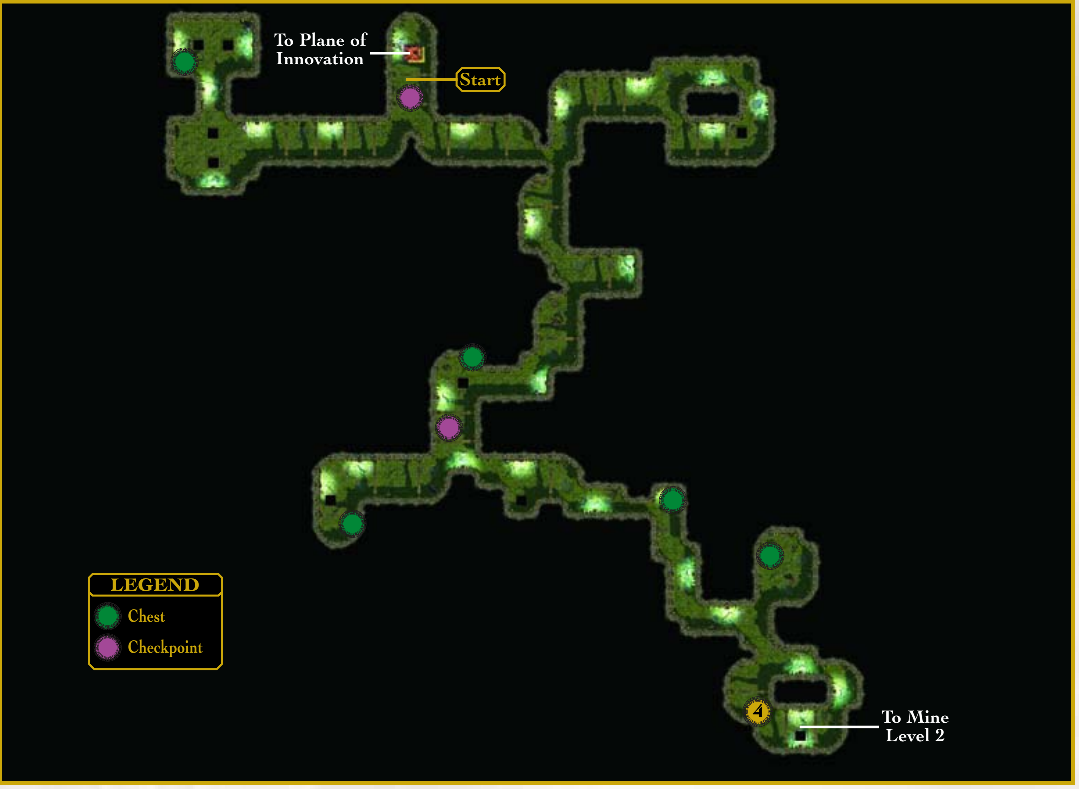
Chests:



Breakables:



Barrels



Mine Level 1 introduces a new enemy, the droids. These tiny, mechanical kamikaze creatures have one purpose: to self-destruct near an enemy (that's you!). You also run into more clockworks defending their territory from any intruders (that's also you!). Your mission is to survive the assault and make it to the elevator that takes you down to the next level, Mine Level 2.



The narrow passages and the clockworks' slow speed make perfect ingredients for a little explosive barrel action. Run up to a barrel, ignite it, and watch as the blast damages one or more clockworks.



Droids light their own fuses when they get close enough to you. If you see a fuse sparkle, make a run for it or hit the droid with a weapon. Attacking a droid after the fuse is lit causes the fuse to go out even if the attack doesn't kill the droid. If you're not the running type, simply hack away at the droids until they are destroyed.

TIP

Use the droids' explosive nature against their clockwork allies. Keep a good distance away from the droids so that they don't prematurely light their fuses. Then lure them toward clockworks and let the droids light their fuses near the clockworks.

CAUTION

Look closely at the chests as you open them. If you see a lit wick instead of coin inside, run. Some of the chests are booby-trapped.





So now you've cleared through the first level of the mines and still no sprocket. Perhaps you'll have better luck on the next level down. Take the elevator here to check out Mine Level 2.

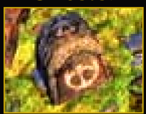
Mine Level 2 (Good and Evil)

Quests:
Find the Copper Sprocket (Good and Evil, Continued)

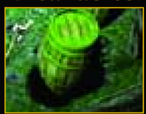
Enemies:
Clockworks

Portal:
No

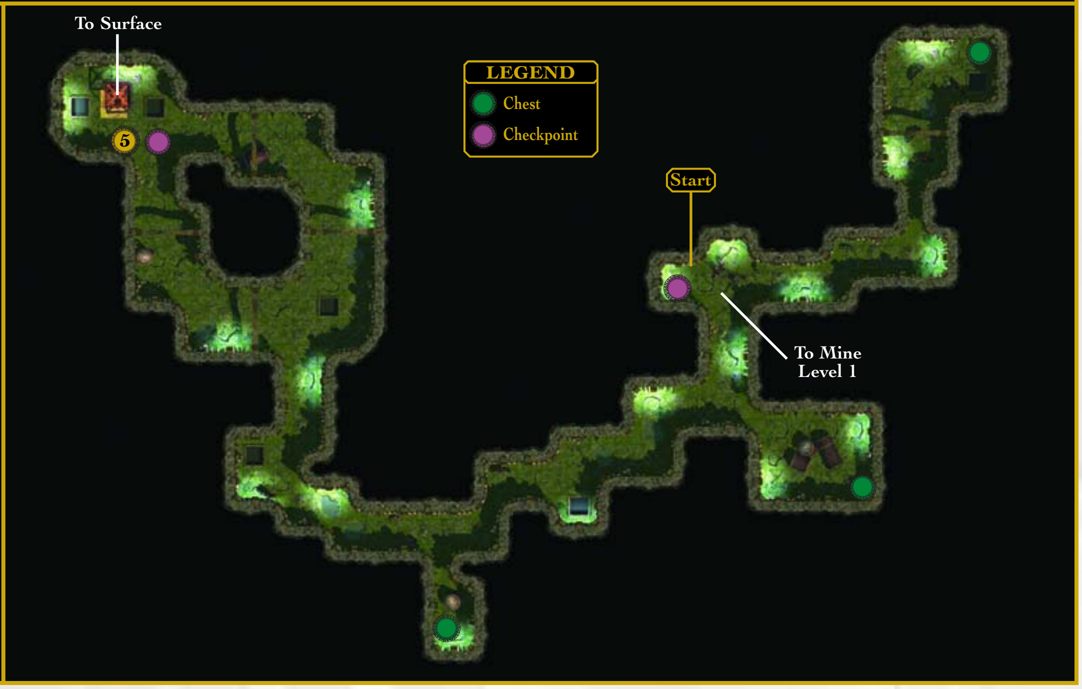
Chests:



Breakables:



Barrels



Yet another level in the mines. At least this time, you only have clockworks to worry about. There are no pesky droids to deal with. However, the clockworks here are more numerous and require you to use some fancy footwork to stay alive.



Mine Level 2 isn't a large map, but you have plenty to worry about. The clockwork cutters have a rapid rate of fire. Get caught between multiple cutters and not only will your health quickly drain but the stun effects can prevent you from attacking. Use the corridors' twists and turns to get out of the clockworks' line of sight so that you can attack one or two at a time.

TIP

Remember to occasionally check your inventory for new items that you pick up along your adventures. Check the stats on all armor and weapons to make sure that you always have the best stuff equipped.



Before you take the elevator to the surface, check your potion inventory and ensure that it's stocked. On the surface a tough boss battle awaits. Since there are no Portals on either Mine Level 1 or Mine Level 2, your only option to buy more potions is to use a Gate Scroll or go by foot all the way back through both mines and use the Portal in the Plane of Innovation.

TIP

Stock up on ranged weapons and ammo before heading up to the surface. The boss battle there requires the use of ranged attacks, even if you are a melee fighter.

The Surface (Good and Evil)

Quests:
Find the Copper Sprocket (Good and Evil, Continued)

Enemies:
Droids

Boss:
Iron Guardian

Portal:
Yes

Chests: None

Breakables: None

LEGEND
Portal



You've come out of the two mine levels and arrive on the surface. This small, enclosed area contains the Iron Guardian boss, a powerful but slow-moving machine. The Iron Guardian possesses the copper sprocket you've been looking for, so jump on in and take the sprocket from it.



Boss Battle: Iron Guardian

Type	HP	AC	Damage	Attack	XP
Iron Guardian	18	5.5	4.5	10	18



The Iron Guardian's ranged attacks are very powerful. Its favorite ranged attack is a barrage of projectiles that decimates the health bar of even the hardiest of warriors. Run in a circle around the Iron Guardian and tighten the circle until you get close enough that it stops firing.



The Iron Guardian's melee attacks are just as deadly as its ranged attacks. Up close, the Iron Guardian has a long reach and attacks with its razor-sharp appendages. Don't get too close to this boss as it can easily reach behind itself and swipe at you.

NOTE

Although there's a Portal here, you can't activate it until you defeat the Iron Guardian.



The key to this fight is to keep moving and stay within the "soft spot," just out of reach of the Iron Guardian's swipes but close enough that it doesn't fire its projectiles. Circle around the Iron Guardian while staying in this soft spot until you get behind it. When you reach its rear, quickly cast a damage spell or attack with a ranged weapon. As the Iron Guardian tries to face you again, continue to maneuver to its rear to repeat the attack.

Boss Battle: Iron Guardian (cont'd)

TIP

Don't pay much attention to the droid that chases you around. If it gets near enough, it ignites its fuse, but since you're running around anyway, you'll be long gone when it detonates.



The Iron Guardian's a tough boss but also very slow. As long as you stay just out of its reach and keep attacking its rear, you can wear it down. With its defeat, the Iron Guardian drops the copper sprocket you've come for. Grab it and activate the Portal. Use it to return to the Plane of Innovation and deliver the copper sprocket to one of the gnomes.



Norrath (Pit of Ill Omen)

Rallos Zek is planning to stage an assault on the Plane of Water. To fight effectively on the Plane of Water, you must be able to breathe under water. Followers of the good path will need this ability to fend off Rallos Zek's forces, while those on the path of evil will need the ability to launch the attack on the Plane of Water. Whichever side you're on, you must first travel to the Pit of Ill Omen in Norrath to find Kerriel the mermaid. She can grant you the ability to breathe like sea creatures do.

Kerriel's Cave (Good and Evil)

The Pit of Ill Omen is a gaping hole in the center of Kunark. It is mostly covered in water and has several independent islands that are sparsely populated. With conflicting tales of vampiric castles and gnomish encampments, one wonders the true nature of the Pit.

Quests:
Return the Conch
(Good and Evil)

Enemies:
Froglocks

Portal:
No

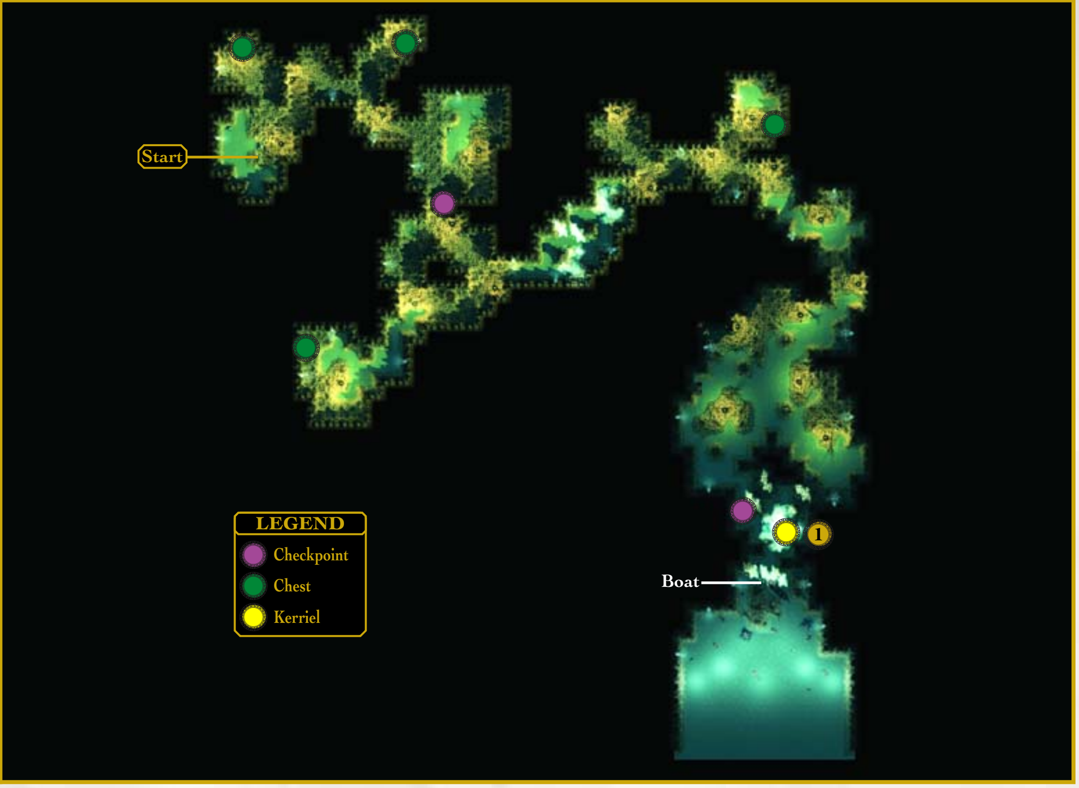
Chests:



Breakables:



Crates



Venture forth into Kerriel's Cave and find the lovely mermaid, Kerriel. The cave is full of froglocks, amphibious froglike creatures. The cave is dark and full of shadows. The froglocks' ability to swim in the pools can make them difficult to see. Keep your eyes peeled for submerged froglocks as well as chests in the shadows. With no Portal and no entrance to retreat through, bring plenty of potions and a few Gate Scrolls before entering these dark caverns.



The first order of business is to get a feel for what you're up against in Kerriel's Cave. Froglocks aren't the toughest critters out there, but their ability to swim under the pools of water allows them to sneak up on you. Pay attention and this won't happen. The best offense against froglocks is to kill them swiftly.



Chests and breakable crates can be easy to miss in this lighting. Make liberal use of the camera controls to pan around so that all angles of the walls are visible.

Here she is, Kerriel the mermaid. Her favorite conch has been stolen by a cyclops that lives on the islands. Kerriel really wants her conch back and, if you retrieve it for her, she grants you the blessing you need to breathe under water.



Return the Conch (Good and Evil):

Get her conch shell from the cyclops and return it to Kerriel in the Sea Cave on Gnome's Island.

Once you receive the Return the Conch quest, go to the boat to choose your destination. The three cyclopes, Broon, Droon, and Proon, live on separate islands that can only be reached by this boat. It doesn't matter in which order you kill the cyclopes; you receive the conch after you kill the last one.



TIP

This is a good time to use a Gate Scroll to unload unnecessary equipment and pick up plenty of potions. The fights ahead are long and tough with no Portals in sight.

Solitary Eyeland (Good & Evil)



Quests:
Return the Conch (Good and Evil, Continued)

Enemies: None

Boss: Broon

Portal: No

Breakables: None

Chests:



Broon lives on his own tropical island. The island is tiny with only a couple of trees for cover. This is a tough fight with not much room to maneuver. The only upside is that it's just you and Broon; there are no other enemies to interfere with the fight.

Boss Battle: Broon

Type	HP	AC	Damage	Attack	XP
Broon	6	2	4	1.5	6



Broon has some zip in his step. Casters should use damage spells that stun or slow him down. If the spells are successful, it slows down Broon enough for you to get some distance from him so that you can continue to cast.

Boss Battle: Broon (cont'd)



If you need to regenerate health or mana, use the tree in the center of the island to buy some time. Keeping the tree between you and Broon is also great for creating distance for casters or ranged fighters.



Melee fighters must use fancy footwork to defeat Broon. When Broon swings his club, block it until he finishes swinging. Then quickly run around to his rear as he spits a poison blast. When he spits, he can't turn to aim his club at you again. From behind, give Broon a good pounding with your melee weapon until he turns around

Boss Battle: Broon (cont'd)

again. As soon as he faces you, block his swings and wait for the opportunity to find his rear again.

> **TIP**
>
> **When you stand behind Broon, he likes to release a noxious gas out of his bottom. This gas causes little damage, so ignore it (and the smell!) and concentrate on inflicting damage on Broon.**



When the fight is over, don't overlook the bright yellow seashell under the tree. This is a chest full of goodies. Then venture into the shallow waters around the island to find the other two chests. As always, be careful; who knows if a chest is booby-trapped or not.

Island of Lost Hope (Good and Evil)

Quests:
Return the Conch (Good and Evil, Continued)

Enemies:
Fire Beetles, Froglocks, Sea Monsters

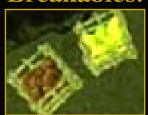
Boss: Droon

Portal:
No

Chests:



Breakables:



Fruit Crates



The Island of Lost Hope is full of waterways, sandbars, and wooden bridges. To find the cyclops on this island, you'll have to work for it. Traverse the enemy-infested waterways to find Droon.



Defeat the froglocks that appear near the pier and wade into the waters here. This is the only way to reach the rest of the map.



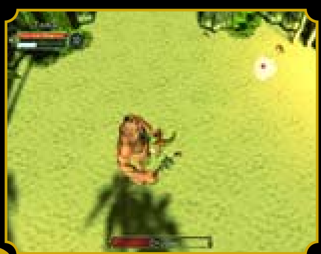
Right about here is where you meet your first sea monster. These guys can take a few hits, but don't let that frighten you. Their attacks are easy to block, so keep at it and continue to whack at them until they fall.



When you make your way to this point, you've found Droon's Den.

Boss Battle: Droon

Type	HP	AC	Damage	Attack	XP
Droon	6	2	4	1.5	6



Fight Droon the same way you fought Broon. Block his attacks while he's swinging his club.

Boss Battle: Droon (cont'd)



After Droon finishes swiping at you, hurry to his rear and commence with the butt-whooping, literally. When the fight's over, take the north exit to return to the Island of Lost Hope at point 5.

TIP

The chests in Droon's Den are difficult to see because of the trees. Look in the corners of the arena to find them.



When you get back to the Island of Lost Hope, you run into a bunch of fire beetles. These pesky critters are numerous but easy to defeat. A few swings of your weapon or a few well-aimed spells or projectiles are all it takes. If they blast you from a distance, simply step out of the way.

CAUTION

Stay away from the palm trees when fighting. The leaves can obstruct your view of your target.



Defeat more fire beetles and froglocks to reach the broken bridge. Drop down and return to the boat to move on to the next island.

Isle of Deep Regret (Good and Evil)

Quests:
Return the Conch (Good and Evil, Continued)

Enemies:
Fire Beetles, Froglocks

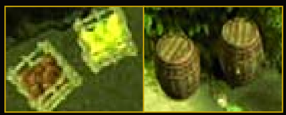
Boss:
Proon

Portal:
No

Chests:



Breakables:



Fruit Crates Barrels



With two down, the last cyclops is somewhere here in the Isle of Deep Regret. It's another map with froglocks and fire beetles. By now, you know how to handle them, so hurry on to Proon's Lair.



This area doesn't lead anywhere but does contain a couple of chests. Always explore every inch of each map, whether or not it leads anywhere. Chests and breakable containers often contain valuable items and coins.

NOTE

It's been a long time since you've seen a Portal. Use a Gate Scroll to return to the Plane of Tranquility or the Plane of Fear. There you can sell off items to make room for more loot. Also, using a Gate Scroll creates an Auto Save, which is always appreciated in case your health is drained unexpectedly.



Survive long enough and you make it to the entrance of Proon's Lair, the final cyclops boss.

Boss Battle: Proon

Type	HP	AC	Damage	Attack	XP
Proon	17	5	6	1.5	8



Proon's fighting style is the same as that of the others, but Proon is much slower. Casters and ranged fighters rejoice! With Proon, you can keep your distance and cast or fire away at him.



Melee fighters must stay close to Proon's feet. Use the same behind-the-back tactics as you did with Broon and Droon. Maneuver around his feet—Proon's longer reach can actually cause him to

Boss Battle: Proon (cont'd)

overshoot you as he tries to pound you into the ground. Dance around his ankles and pop him in the back.



When Proon is finally defeated, he drops Kerriel's conch. With her conch in hand, run back to the boat in the Isle of Deep Regret and take it to the Sea Cave in Gnome's Island. Kerriel awaits you there.

TIP

There is one chest in Proon's Lair that is difficult to see in the shadows. Search along the walls to find it.

Gnome's Island (Good and Evil)

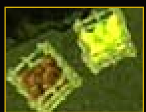
Quests:
Return the Conch (Good and Evil, Continued), Save the Gnomes (Good and Evil)

Enemies:
Sea Monsters

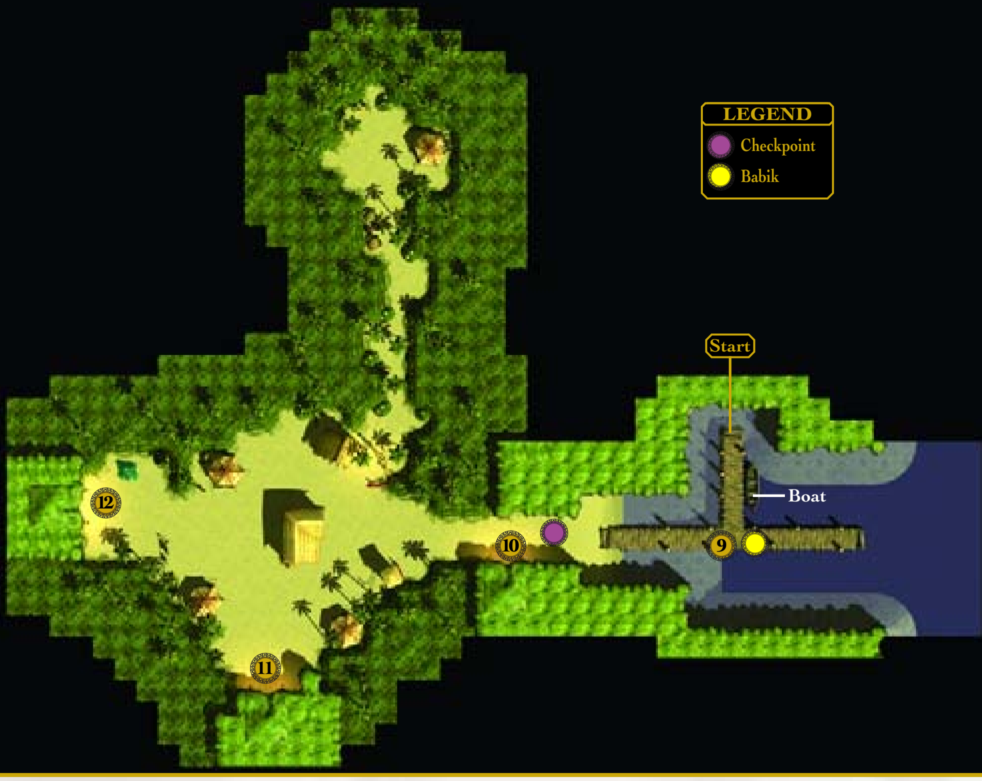
Portal:
No

Chests: None

Breakables:



Fruit Crates



Kerriel is eagerly awaiting the return of her conch in the Sea Cave. The entrances to the Sea Cave are found on Gnome's Island. First, as you land on Gnome's Island, Babik, the gnome on the pier, asks for your help in saving the gnome village from attacking sea monsters. If you succeed, Babik takes you to a bonus map, Gothic Castle. If you fail or choose not to save the gnomes, Gothic Castle is lost to you forever.



Speak with Babik on the pier to receive the Save the Gnomes quest. This is an optional quest that unlocks the Gothic Castle map.

Save the Gnomes (Good and Evil):
Destroy the sea monsters in the village before any gnomes are killed, then return to Babik.

NOTE

Save the game at the checkpoint before going on to the village. If you let even one gnome die, you do not get access to Gothic Castle. Reload the save and try again until you are successful. You must save all eight gnomes to gain access to Gothic Castle—any fewer and you get only some gold for your troubles.



To save the gnomes, it's crucial to defeat the sea monsters as fast as they appear. The longer they stay standing, the more damage they can inflict on the poor gnomes. Use ranged attacks or spells to soften up the sea monsters as you run toward them. Once up close, finish them off by attacking the sea monsters as swiftly as possible.

TIP

Keep the camera zoomed out to have a view of as large an area as possible. This allows you to spot the attacking sea monsters early. Also watch the gnomes. They often see the monsters before you do and move toward them, so follow the crowd.



When there is more than one sea monster in the village, heavily attack them all to draw their attention away from the gnomes. Ranged weapons and skills come in handy here to attract their attention from a distance. Once the sea monsters are chasing you, run away and attack from afar if you're a ranged fighter or caster. Melee fighters can stand their ground and let the monsters come to them.

TIP

Have plenty of mana potions on hand if you're a caster. The sea monsters need to be quickly disposed of, so you don't have time to wait for mana to regenerate.



If you successfully save all eight gnomes, return to Babik. In appreciation for your deeds, he offers to take you to Gothic Castle. The offer stands whether you do it now or later. For now, let's return Kerriel's conch. Use one of the three entrances to the Sea Cave.

TIP

Need to sell or buy items? There's no need to waste a Gate Scroll because there's a shop right here on Gnome's Island. Babik's Shop sits in the island's center.

Sea Cave (Good and Evil)

Quests:
Return the Conch (Good and Evil, Continued)

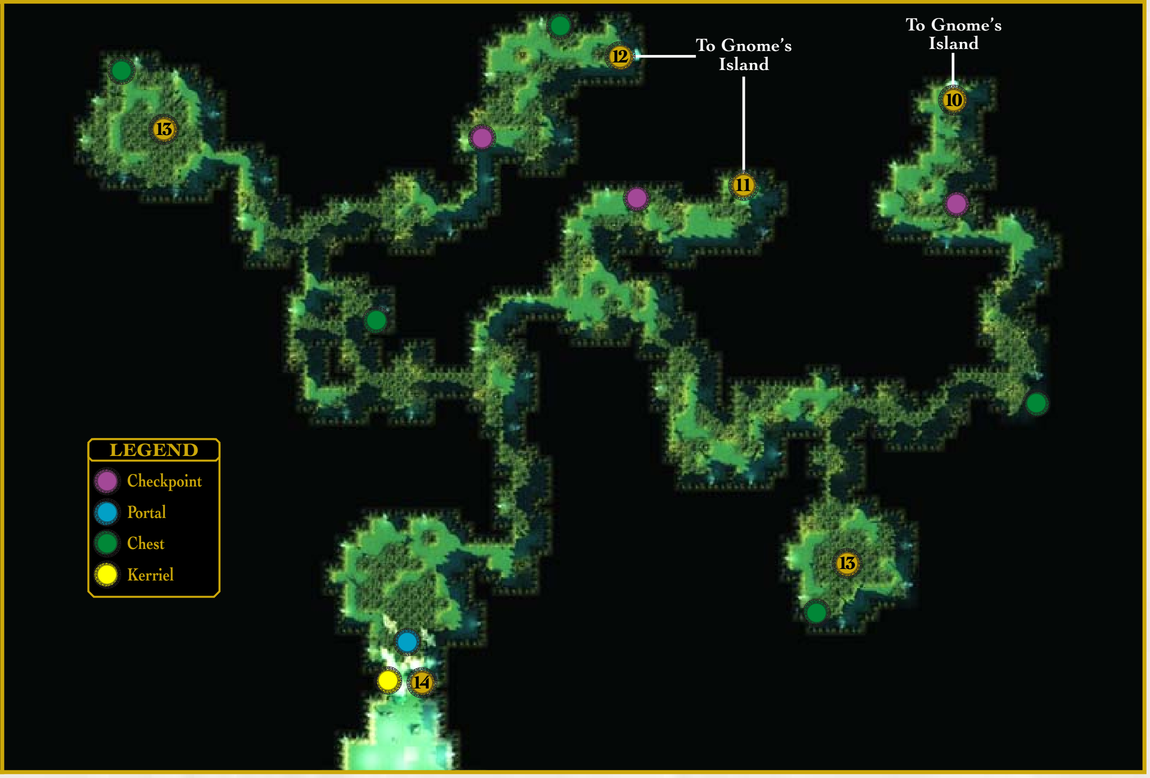
Enemies:
Amphians, Sea Monsters

Portal:
Yes

Chests: 

Breakables: 

Crates



The Sea Cave is similar to Kerriel's Cave, which you went through earlier. Dark and dingy, this cave is home to sea monsters and amphians. The Sea Cave has three entrances, all coming from Gnome's Island. If you're into completing the Return the Conch quest and want to move on to the next plane as fast as possible, use the entrance at 11 on the Gnome's Island map. But if you want to comb every inch of the Sea Cave for experience and loot, start at entrance 10. Entrance 10 starts you in a good location to cover the whole Sea Cave with minimal backtracking.

Amphians shoot deadly poison blasts from a distance. The blasts move pretty fast, so be ready to dodge them and return fire. Up close, smack them quickly with your melee weapon. The faster you defeat each amphian, the less likely you'll be caught in its poison spit.



There is one especially tough sea monster in each of these areas. Keep on the move as you make tight circles around each one. Attack it with a single swipe and quickly return to running around it. If you run immediately after you attack, its attack will miss.



TIP

If you run low on health, mana, and potions, retreat to the narrow passageways until the sea monsters stop chasing you. Let your health and mana recover or run back to Babik's Shop to replenish your supplies.



Kerriel is ecstatic to get her conch back and blesses you with the ability to breathe under water. Now you're ready for the Plane of Water, whether to destroy it or save it. Use the Portal to return to your home plane and access the Plane of Water.

NOTE

If you haven't already taken the boat ride from Babik, this is a good time to return to him and let him take you to Gothic Castle.

Gothic Castle (Good and Evil)

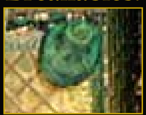
Quests: Bloodvine, Bloodstone (Good and Evil, Optional)

Enemies: Vampires, Smush

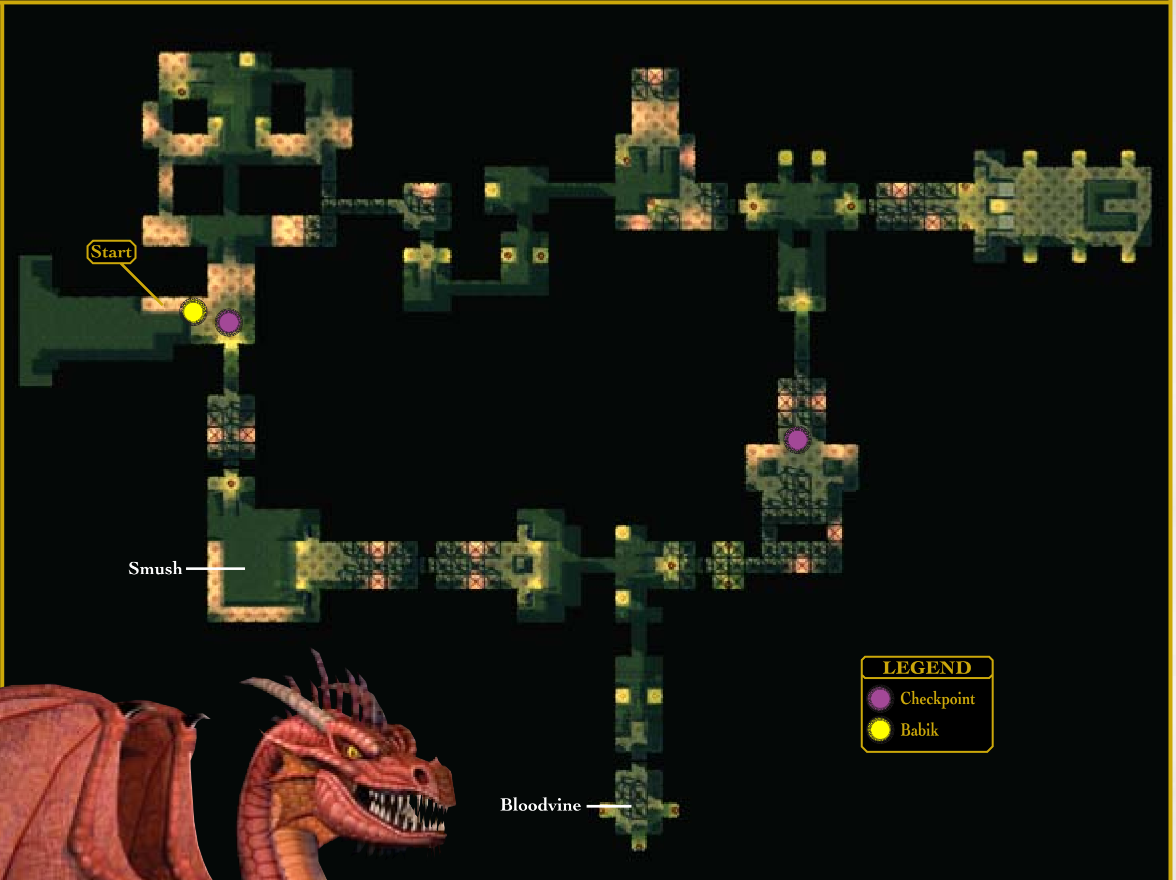
Portal: No

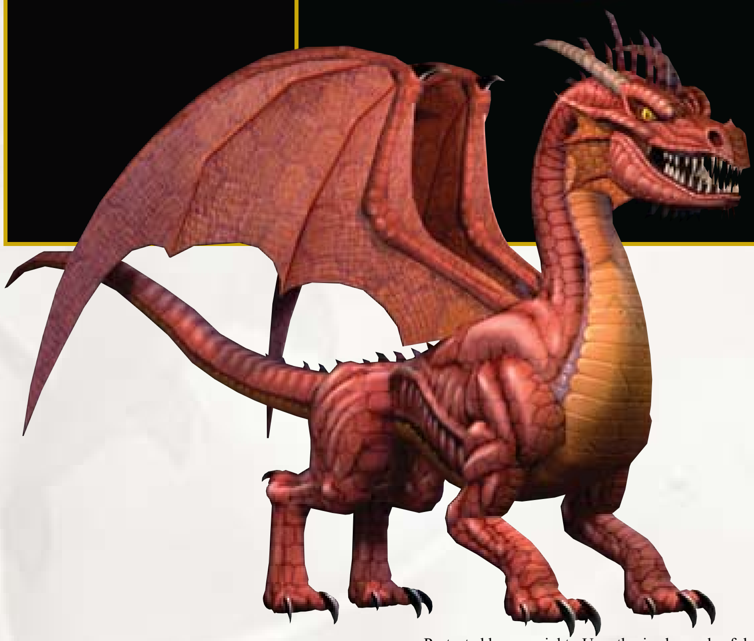
Chests: None

Breakables:



Vases





Gothic Castle is a completely optional map. It is unlocked after you save all the gnomes on Gnome's Island and can be accessed by speaking to Babik. There are no chests in here, only breakable vases. There are two main reasons to visit Gothic Castle. The first is to fight Smush, the ogre boss. He gives a lot of experience, and killing him can help you gain a level. The second reason is for the Bloodvine quest. The Bloodvine quest is an optional quest that is started by Sylea in the bonus level of the Plane of Torment, Hell's Cell.



Smush has a lot of hit points, but beating him is straightforward. Melee classes need only block his slow attacks until he stops swinging. There's plenty of time to give Smush his own smushing in between his swings.



Though Smush's attacks are slow, they are mighty powerful. Casters shouldn't risk getting hit and should avoid melee combat altogether. Use spells to wear Smush down from a distance.



Until you receive the Bloodvine quest, this thorny pile of vines is too dangerous for you to approach. Come back to this spot after you speak with Sylea in Hell's Cells, the bonus level from the Plane of Torment.



Vampires are amazingly fast but have very weak defenses. Don't bother chasing them; let them come to you. A few hits from your melee weapon are all it takes to watch them burst into flames as they perish.

NOTE

To collect the Bloodstone of Isles, wipe out the vampires within the Gothic Castle. Destroy the vampires until the Bloodstone is dropped.



PLANE OF WATER

Rallos Zek's forces are rallying to assault the Plane of Water. His goal is to use the Plane of Water to flood the Pit of Ill Omen. Players on the good path must prevent this, while players on the evil path must aid in the flooding of the Pit of Ill Omen.

Plane of Water (Good and Evil)

The plane is a great coral reef of two levels. In the upper section, the reef is sprawling with brilliant coral, among which vibrant sea life thrives. Beyond the coastal shelf is the vast ocean, where the dangerous, predatory oddities of the deep lurk.

Quests:
Stop the Flood (Good), Flood the Pit of Ill Omen (Evil)

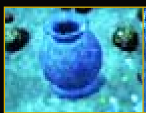
Enemies:
Sea Monsters, Water Demons

Portal:
Yes

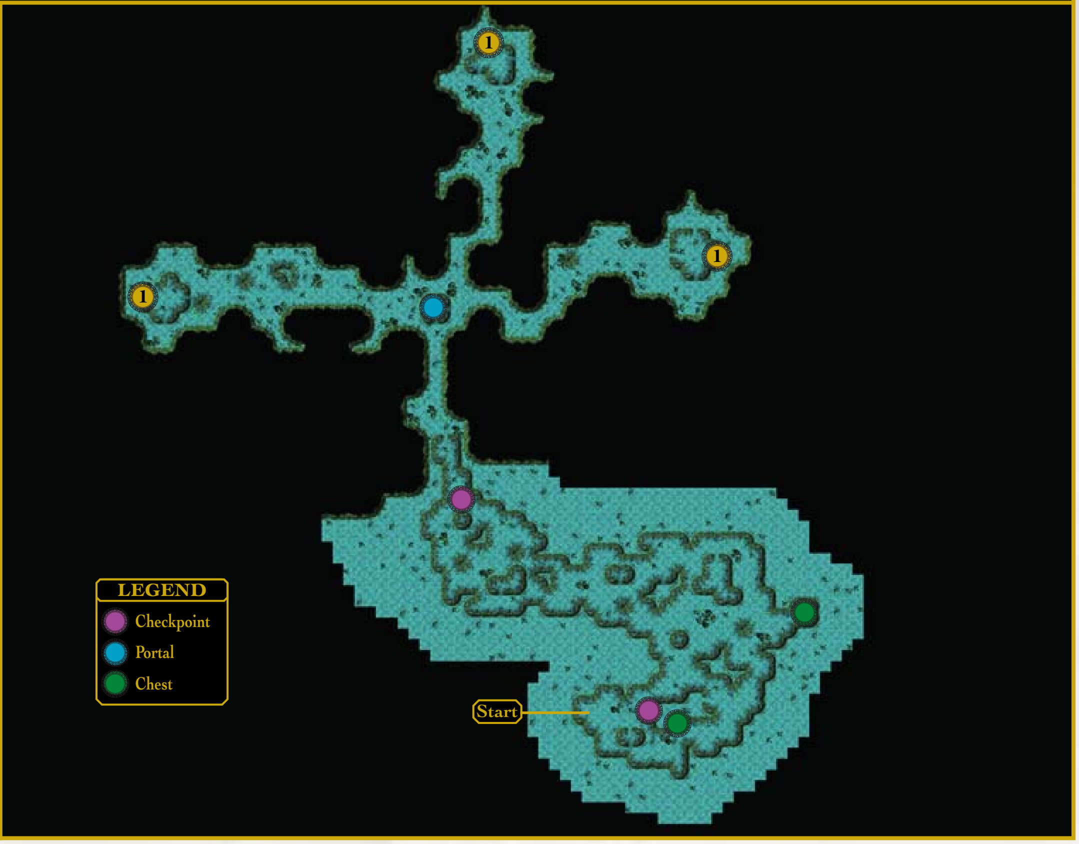
Chests:



Breakables:


Vases


Crates



The Plane of Water is a fully submerged water map. Without Kerriel's blessing, you would surely drown before getting very far. As it is, you can freely roam the Plane of Water as if it were dry land. These depths are crawling with water demons and a few sea monsters. Both good and evil players must find their way to the three holes in the coral. However, depending on the player's alignment, the holes lead to different areas. Evil players use the holes to reach the three Safety Chambers, while the good players use the holes to reach the three Reef of Coirnav areas.

Stop the Flood (Good):
Plug the three hollows using the Stones of Coirnav.

Flood the Pit of Ill Omen (Evil):
Penetrate the chamber walls and break open the three hollows.



The Plane of Water's terrain consists of different tiers. There are recessed pits and raised plateaus. To move from one level to another, you must find the ramps between them.

Water demons are relatively easy to defeat. Their offense is limited to melee attacks, and while they block your attacks proficiently, you can break through their blocks by simply being persistent. If you have ranged weapons or spells, water demons are even easier to defeat.





These three holes in the coral lead to the next areas. For good players they lead to the Reefs of Coirnav, and for the evil players they lead to the Safety Chambers.

NOTE

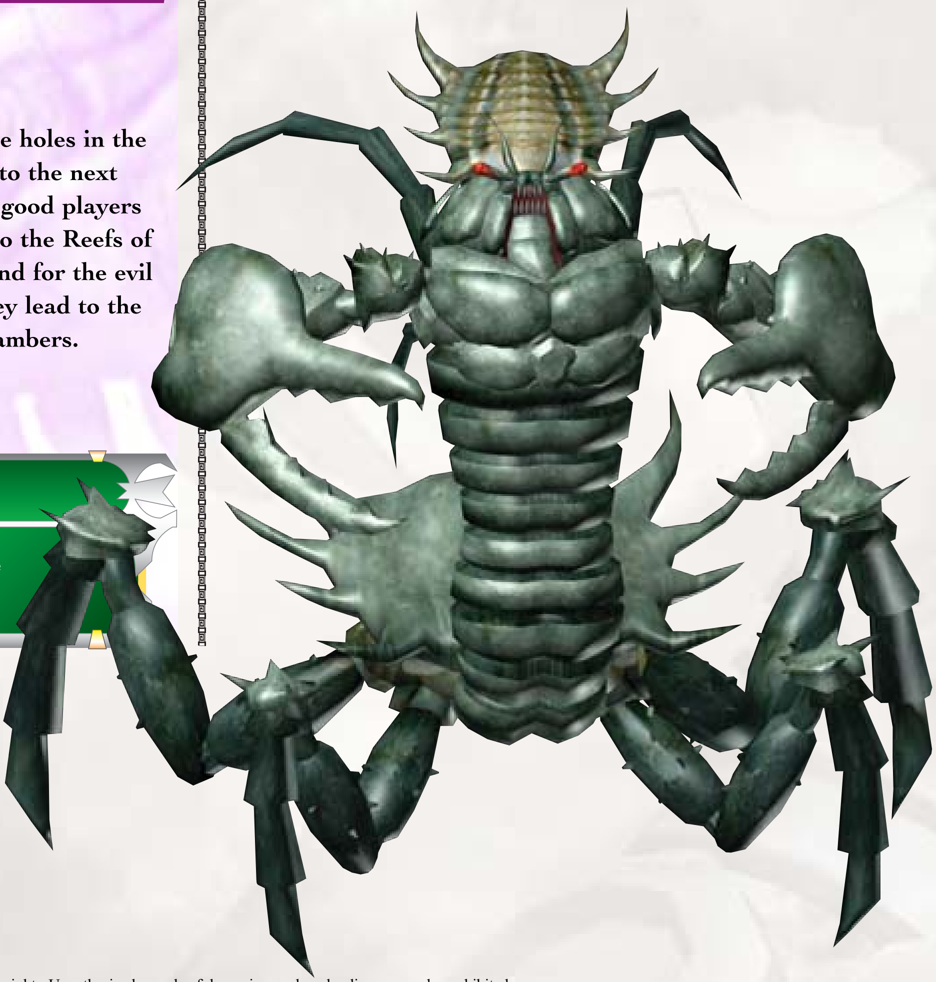
Order does not matter when entering the holes as long as you visit all three areas.



Sea monsters guard the mouth of each hole. Use ranged weapons and spells on them if you can. If you keep away from the ramps and stay on the lip of the pit, you can get in many shots before the sea monster finds its way out of the pit. For melee combat, remember to block their attacks before trying to swing your own weapon.

NOTE

When you approach the entrances to the Safety Chambers, evil players see text onscreen that says Western, Northern, and Eastern Safety Chambers. Those names correspond to Safety Chambers 1, 2, and 3, respectively.



Reef of Coirnav, West (Good)

Quests:
Stop the Flood (Good, Continued)

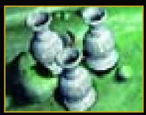
Enemies:
Skeletons

Portal:
Yes

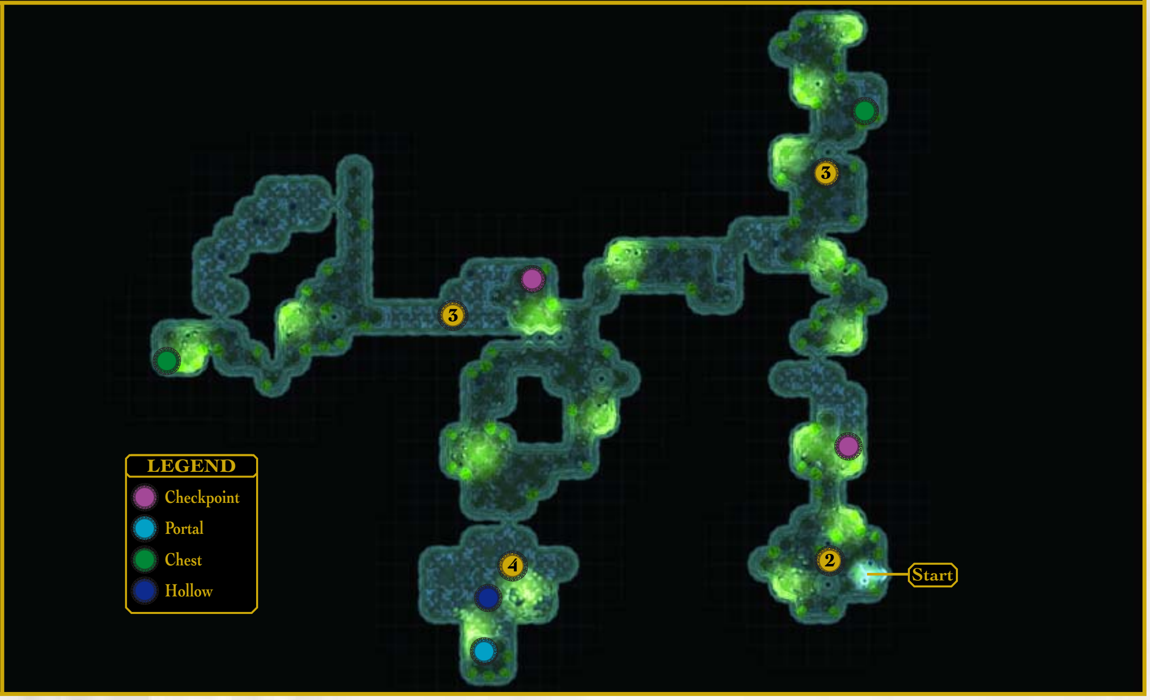
Chests:



Breakables:



Vases



The forces of Rallos Zek are trying to flood the Pit of Ill Omen. The only way to stop the flooding is to fill the holes in the three Reefs of Coirnav. The holes can be plugged by pushing a Stone of Coirnav into each opening. Visit the three Reefs of Coirnav in turn and plug each gap to become the hero of Norrath. Order doesn't matter, just as long as you plug them all.



This is one of the Stones of Coirnav. The hollow that you must plug is deep in the Reef of Coirnav, and you must push the Stone all the way. To push the Stone of Coirnav, simply walk up to it and continue to walk as you touch it.



This place is crawling with skeletons. Their bones are brittle, but they wield weapons that can cause great pain. Attack them head on and break their bones before they can do the same to you. If your health gets low, retreat. Skeletons move slow enough that you can find a safe place to down a couple of potions.



Pushing the Stone around is cumbersome. The areas beyond these points have chests in them, but there's no reason to push the Stones into these areas. Leave the Stone and explore unhindered.



The hollow that needs to be plugged by the Stone of Coirnav is here. Push the Stone into the hole in the ground to seal it. Then use the nearby Portal to get back to the Plane of Water and move on to the next Reef.

Reef of Coirnav, North (Good)

Quests:
Stop the Flood (Good, Continued)

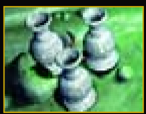
Enemies:
Skeletons

Portal:
Yes

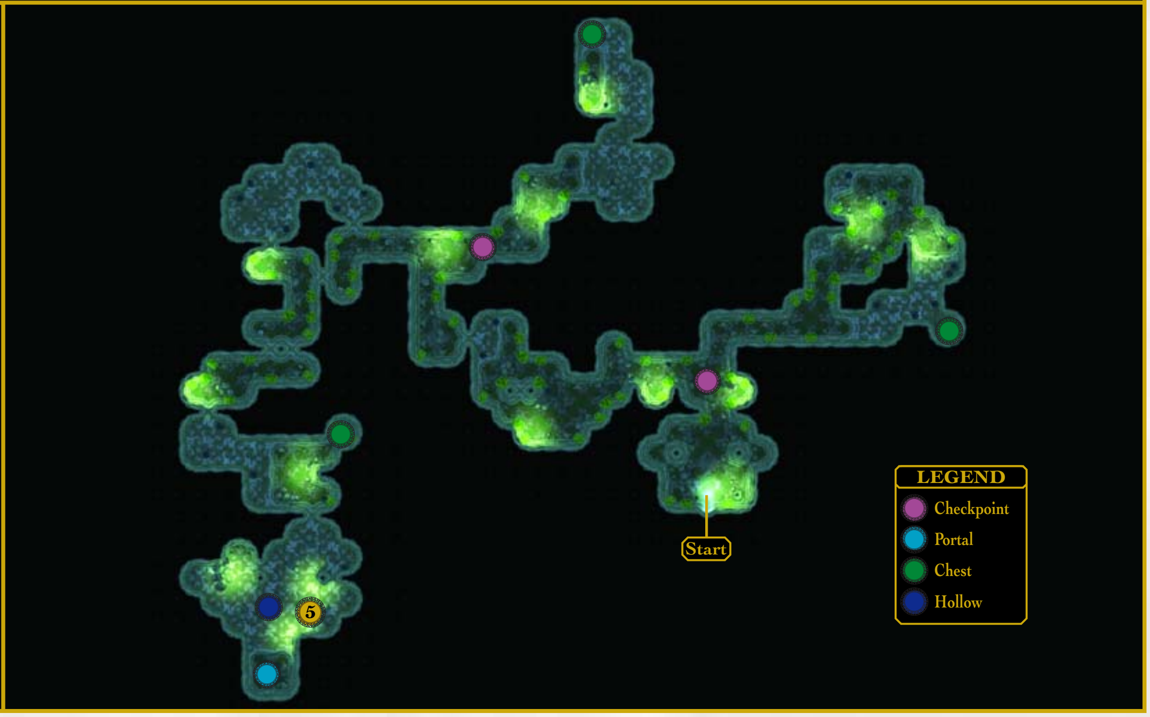
Chests:



Breakables:



Vases



The mission is the same in all of the Reefs of Coirnav. Stay alive while pushing a Stone of Coirnav into a hollow deep inside the Reef.

Get used to physical labor because this Stone has to be pushed a long way. The twists and turns can be frustrating to navigate with the Stone in front of you, but if Norrath is to be saved, a little sweat must be shed. Find the Stone of Coirnav near the entrance.

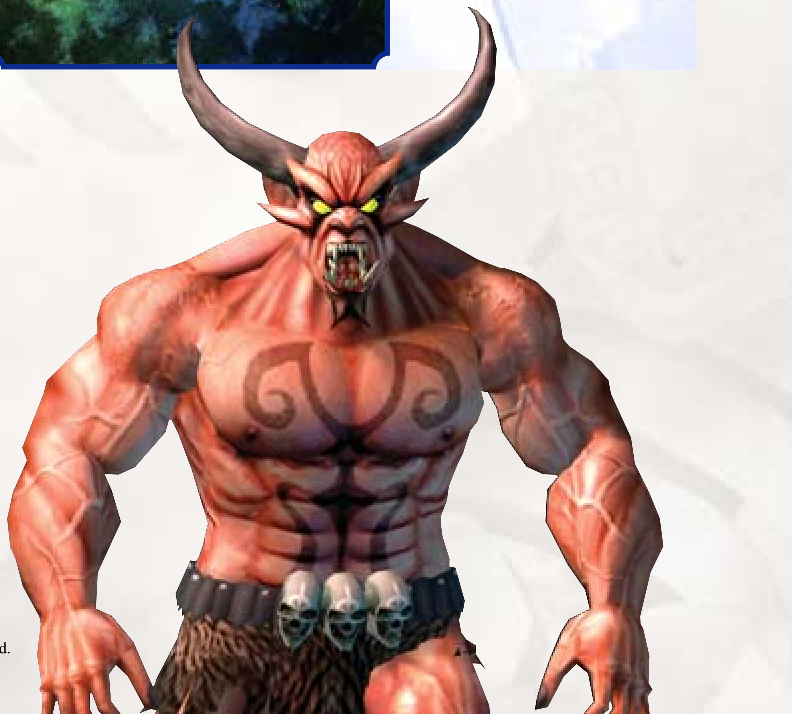




Since you must drag along this oversized piece of rock, why not use it to your advantage? Push the Stone into narrow doorways to block them so that the skeletons beyond can't come through. Then, sit back and cast spells at the helpless skeletons.



Two hollows plugged, one to go. Use the Portal to get back to the Plane of Water and hurry to the last Reef of Coirnav.



Reef of Coirnav, East (Good)

Quests: Stop the Flood (Good, Continued)

Enemies: Skeletons

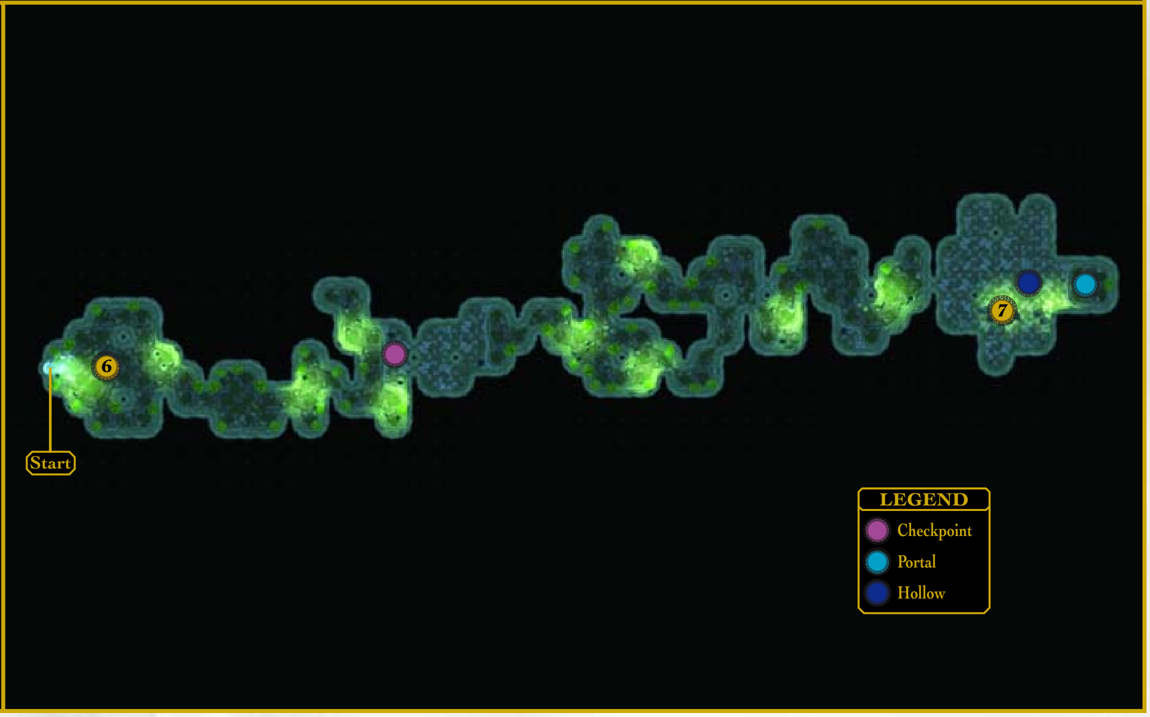
Portal: Yes

Chests: None

Breakables:



Vases



Just one more hollow to take care of. The enemies are still those pesky skeletons and the hollow is still on the far side of the Reef. The people of Norrath are depending on you, so get that last hole plugged up and move on to the next plane.



As before, a Stone of Coirnav waits to be pushed near the entrance of the Reef.

TIP

There are no chests in the East Reef of Coirnav. You can speed things up by making a beeline to the hollow with the Stone. Of course, there are plenty of breakable vases around that may contain some useful items and coins.



With the last Stone of Coirnav in place, Norrath is saved from the flood, and a seashell opens up to reward you with a shard.

NOTE

The seashell and shard appear after you plug the third hollow. Depending on the order that you complete the mission in, they may appear in any of the three Reefs of Coirnav.

Safety Chamber 1 (Evil)

Quests:
Flood the Pit of Ill Omen (Evil, Continued)

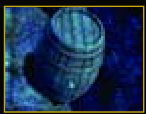
Enemies:
Skeletons, Water Demons

Portal:
Yes

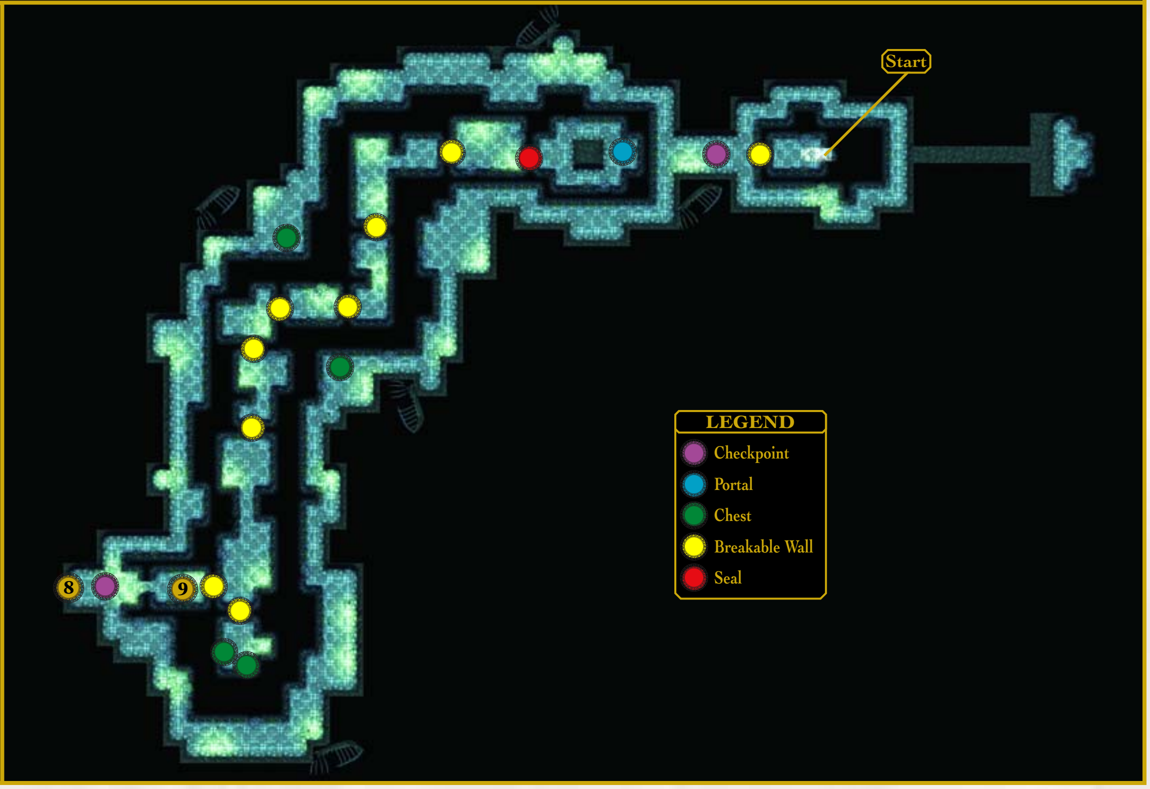
Chests:



Breakables:



Barrels



To flood the Pit of Ill Omen, you must find and break the seal on the wall in each of the Safety Chambers. This first Safety Chamber pits you against many water demons along the perimeter. Break through a few crumbly walls to reach the interior rooms, where skeletons stand ready to defend the chambers.

NOTE

Complete the Safety Chambers in any order.



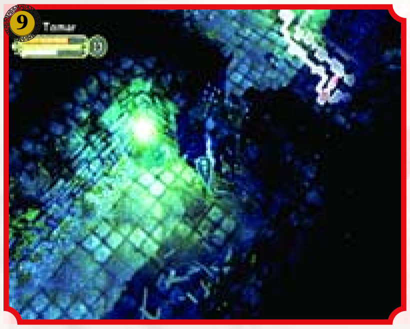
As you enter Safety Chamber 1, take a closer look at the wall opposite the stairs leading to the Plane of Water. Destroy that wall with a swift swing of your weapon.



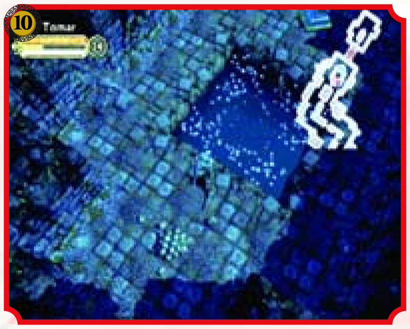
As you leave the entrance area and pass the checkpoint, the walkway splits into opposite directions. It doesn't matter which direction you go because the two paths connect on the far side of the map. Pick a path and fight through the water demons until you reach another checkpoint.

NOTE

There is one chest on either path. To check out what's inside of both chests, make one big circle along the path.



The room here has a weakened wall that leads to a series of inner rooms. Each of the inner rooms has at least one weakened wall. Break through all of them and fight through the skeletons to each successive room.



This last weakened wall is actually the seal to the Safety Chamber and your current target. Break through the wall and use the Portal to return to the Plane of Water. One down, two to go.

Safety Chamber 2 (Evil)

Quests: Flood the Pit of Ill Omen (Evil, Continued)

Enemies: Skeletons

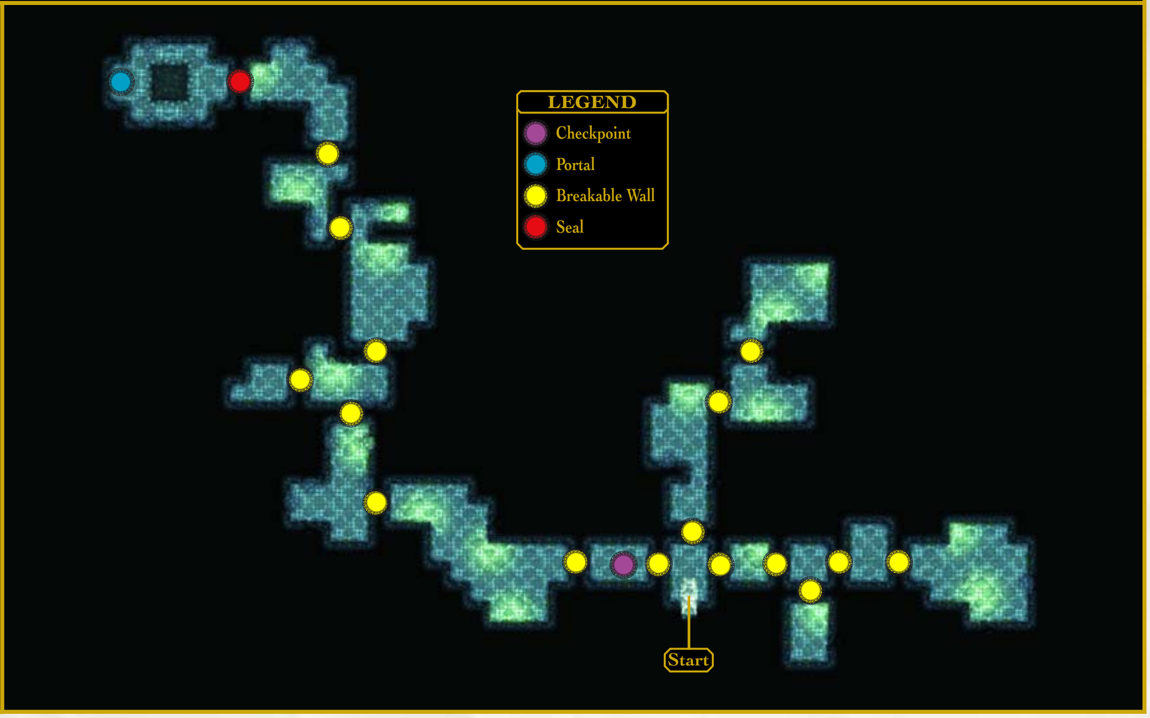
Portal: Yes

Chests: None

Breakables:



Barrels





Safety Chamber 2 is just a series of rooms that are connected by weakened walls. The only enemies here are skeletons. There are no chests to be found and plenty of dead ends to get you lost. Use the map to stay focused on your target.



Don't storm into newly revealed rooms. Skeletons like to post themselves on either side of the doorway. If you charge into the room haphazardly, they may surround you. Melee skeletons will slowly come toward the doorway. Stay outside of the room and pick them off as they pass through the doorway. Once you reduce their numbers, go into the room and finish off the skeleton archers.

CAUTION

Skeleton archers don't deal a lot of damage, but a handful of them can quickly deplete your health bar, especially if you're engaged with melee skeletons. Pull the fight away from open areas to prevent being surrounded.



Fight through the hordes of skeletons to reach the seal on the Safety Chamber. With two seals broken, Norrath will soon be submerged.



These areas don't contain any chests but have plenty of skeletons to spar with. Need some extra XP? What about loot? Venture into these dark rooms to fight skeletons and take their belongings from them.



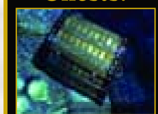
Safety Chamber 3 (Evil)

Quests:
Flood the Pit of Ill Omen (Evil, Continued)

Enemies:
Skeletons, Water Demons

Portal:
Yes

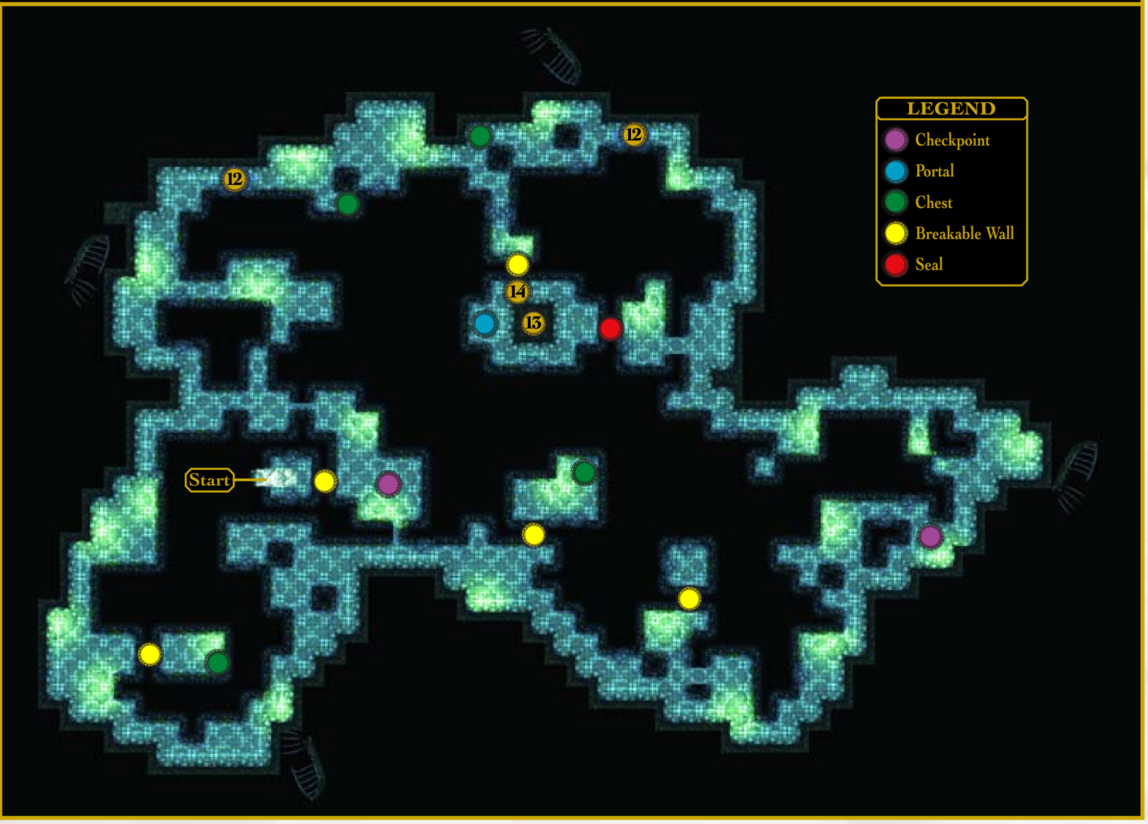
Chests:



Breakables:



Barrels



Just one more seal to break and your mission is accomplished. Navigate through Safety Chamber 3 until you find the seal. More water demons and skeletons attempt to prevent you from accomplishing your task.



This Safety Chamber is vast and filled with many enemies. The outer walkways have water demons, and the inner rooms house skeletons. To reach the inner rooms, look for weakened walls and smash through to the other side.

TIP



Unlike in the other Safety Chambers, there is no pattern to where the weakened walls are. Zoom the camera out as far as possible (pull down on the analog stick) to get a better view of the terrain. With the camera zoomed out, you can spot areas on the other side of the wall.



The rubble at these two spots blocks your path. You must find another way to reach the area between the rubble.



Break into this room and you've completed Rallos Zek's bidding once again. All three seals on the Safety Chambers have been broken and Norrath is soon to be flooded.



Before you use the Portal to return to the Plane of Fear, break through the wall here to access the area beyond. This is the area blocked by rubble. Two chests await.



PLANE OF TORMENT

The forces of good and evil have both been seeking these mysterious shards. By themselves, they seem to be useless, but there must be some reason why everyone is dying to get their hands on them. Somewhere in the Plane of Torment hides another one of these shards. Find it and you may discover the secret to the true nature of the shards.

Plane of Torment, East (Good and Evil)

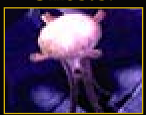
The Plane of Torment floats silently in the ether that lies between the planes. As the plane tastes more suffering, it grows in power. It is littered with various implements of torture, which can be heard as rattling chains that echo off the realm's cold walls.

Quests:
Find the Artifact (Good and Evil)

Enemies:
Ghouls, Orange Tormentors

Portal:
Yes

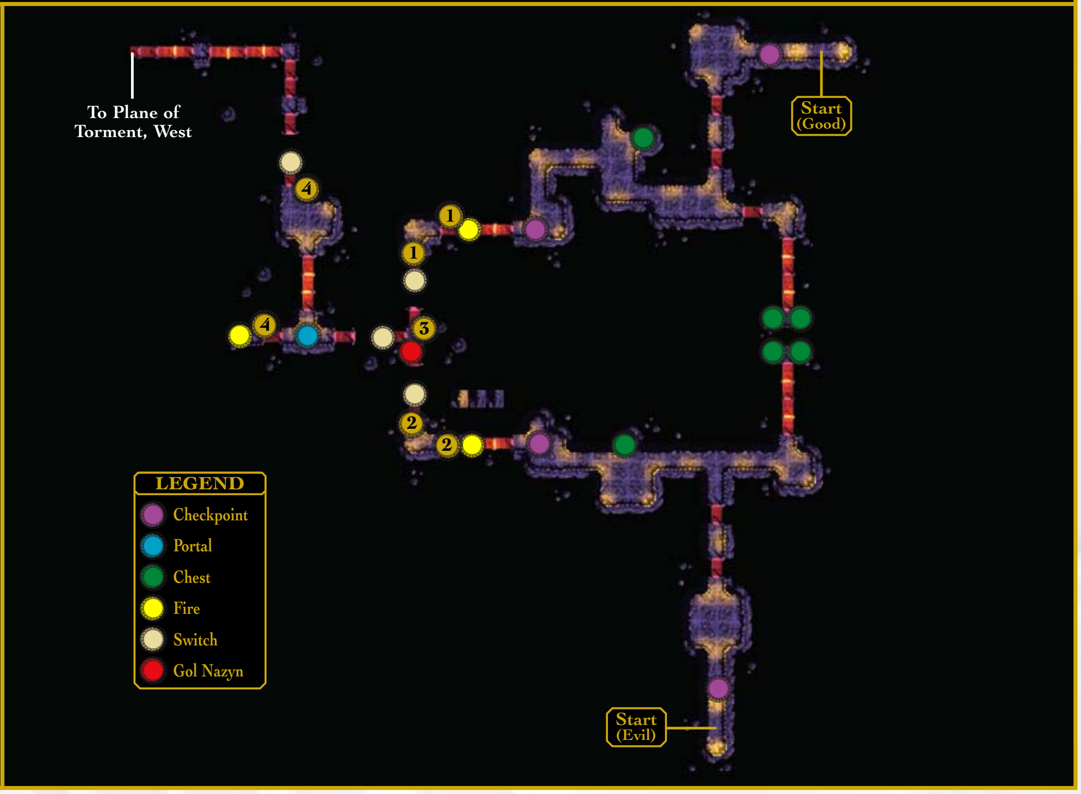
Chests:



Breakables:



Crates



The layout of the Plane of Torment can be confusing at first glance, but once you dive into it, it all begins to make sense. Good and evil players start in separate areas of the map, but both areas eventually lead to the same spot, the spot where Gol Nazyn stands. Up until Gol Nazyn, good players can't access the evil players' start area and vice versa. Beyond Gol Nazyn, both good and evil players have the same mission and path.



The Plane of Torment, East, is crawling with ghouls. These are the most common enemies you face. Ghouls are fast-moving and have a melee tongue attack with great range. When they charge at you, they like to stop just within range of their tongue attack. This is usually too far for you to use a melee attack of your own on them. Close the distance by charging them with a melee weapon, or simply cast a spell on them.



The big guys with horns are orange tormentors. Their attacks can decimate even the hardiest of opponents. If possible, use ranged attacks and spells on these dangerous foes. When melee combat is absolutely necessary, it is crucial that you block as the orange tormentors charge you. If they connect with a charging swipe, you'll take a lot of damage as you get knocked down and you'll take more damage while you get up. To beat tormentors by hand, block their flurry of attacks and pop them in between their attacks.

CAUTION

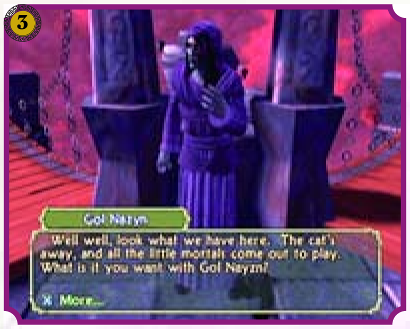
Ghouls in groups like to surround you. This is especially dangerous as you try to block a tormentor's attacks. Lure the ghouls away from the tormentors and defeat the ghouls before taking on the tormentors.



These two fire pits aren't here to keep you warm in the Plane of Torment. Whenever you see these flames, know that a switch nearby requires that flame. Press ■ near a flame pit to "steal" the flame. The flame dies over time, so you must get to a switch before the flame runs out to activate the switch. To figure out which flame to use to activate which switch, match up the numbers on the map.



For instance, to be able to reach switch 1 before the flame runs out, you must steal the flame from fire pit 1. Press ■ near the switch to activate it and raise the bridge. If your flame runs out before you reach the bridge, you'll have to go back and re-steal the flame.



Gol Nazyn is here. Speak to him to get the next quest.

Find the Artifact (Good and Evil):

Find the shard hidden in the Plane of Torment and return to Gol Nazyn.



Work through the next series of flame switches to reach the next map, the Plane of Torment, West.



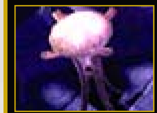
Plane of Torment, West (Good and Evil)

Quests:
Find the Artifact (Good and Evil, Continued)

Enemies:
Ghouls, Green Tormentors

Portal:
No

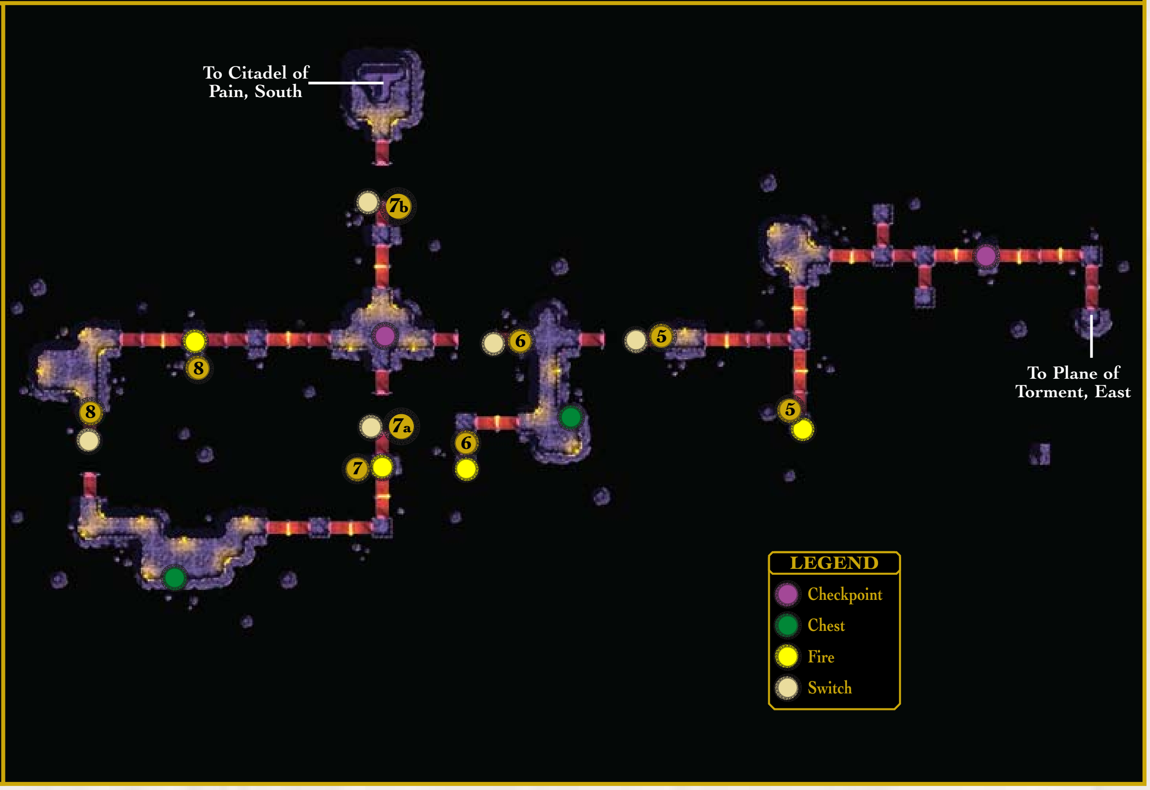
Chests:



Breakables:



Crates



Gol Nazyn has sent you to find a shard hidden somewhere in the Plane of Torment. The Plane of Torment, West, has more ghouls and tormentors to fight through before you even come close to the shard. More switches require the flame from fire pits, but this time, things get a bit trickier. The first fire pit you come across may not be the one that is close enough to the next switch. Use the map and the numbers to match up the switch and fire pit.



The first fire pit and switch are obvious choices. Clear the area around the switch of ghouls before stealing the flame.



To successfully activate this switch, run in a straight line and cut tightly around the corners. The distance between the fire pit and the switch is just barely close enough for the flame to last.



The switch at 7b is just far enough away from the fire pit at 8 that the flame runs out before you can reach the switch. To activate the switch at 7b, you must first work your way around to the fire pit at 7. Fire pit 7 must be used to activate switches 7a and 7b. The bridge that is raised by switch [7b] is the one that leads to the Citadel of Pain. Venture forth into the Citadel of Pain to continue the search for the mysterious shard.

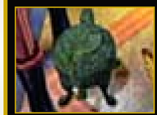
Citadel of Pain, South (Good and Evil)

Quests:
Find the Artifact (Good and Evil, Continued)

Enemies:
Creeps, Gremlins, Tormentors

Portal:
Yes

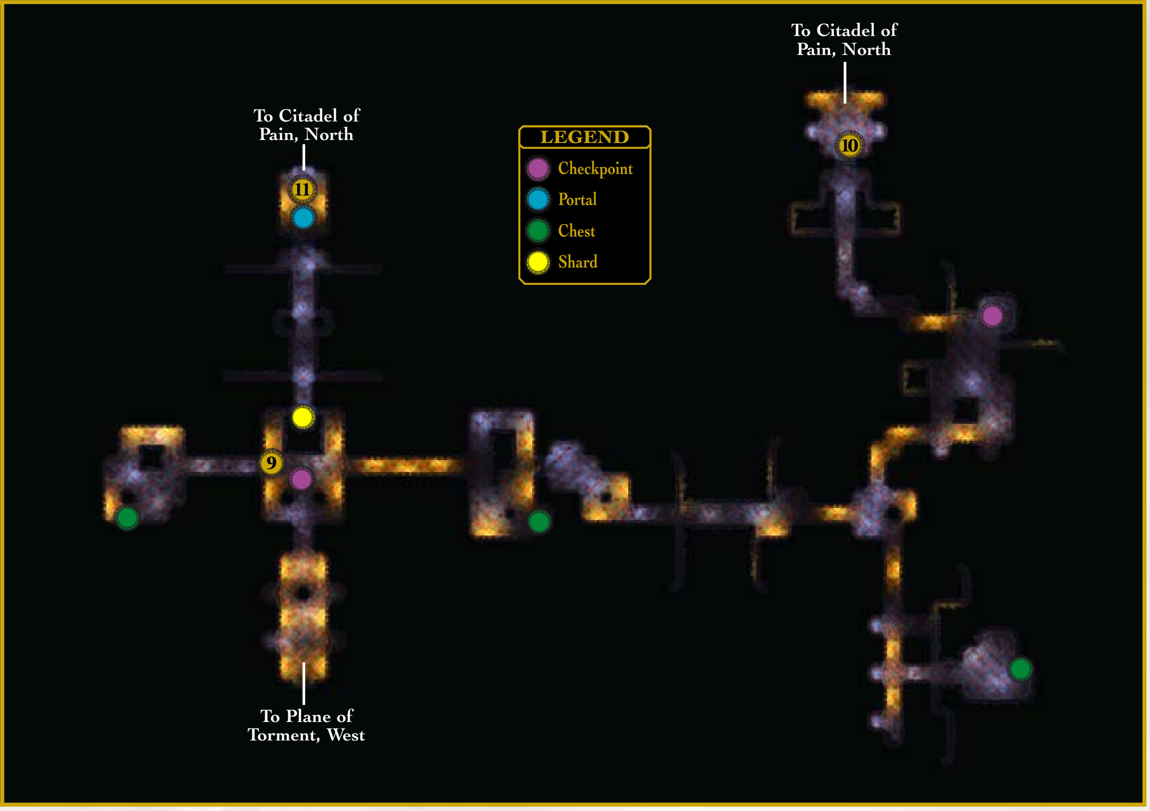
Chests:



Breakables:



Barrels



The Citadel of Pain is a vast network of corridors and dead ends. Creeps and gremlins are everywhere, accompanied by the occasional tormentor. This is the south wing of the Citadel, and it actually contains the shard that you're looking for. However, the area with the shard can only be reached by first going through the north wing of the Citadel. And to get to the north wing, you must fight through the bulk of the south wing.



The first enemies you encounter are creeps. These fast-moving thugs have similarly fast-moving attacks. Their double-bladed strikes will often connect with you before your blow connects with them. If you've got plenty of health and AC, simply tear into them and ignore their first hits. Creeps aren't tough if you can get through their attacks and blocks.

TIP



Creeps seem to appear out of nowhere as they attack. In reality, they jump at you from a nearly invisible state. Move slowly through the halls of the Citadel and look for kneeling shadowy figures. Notice the shadowy figure in the doorway pictured here. If you spot a creep before it spots you, keep your distance and fire a few spells or arrows at it.

TIP (CONT'D)

Gremlins shoot arrows at you from a distance. Return the favor with spells or other long-range attacks. If you try to get close to a gremlin for a melee attack, it'll run away. Run away from a gremlin and hide around a corner. As the gremlin turns the corner to chase you, give it a few whacks.





So close, yet so far. The shard you seek sits on the floor on the northern section of this room. Alas, you can only reach that area by first going through the Citadel of Pain, North.



To find the shard, take the door here to enter the Citadel of Pain, North. Once you complete that, you find another entrance into the Citadel of Pain, South, where the shard is located.



When you return to the Citadel of Pain, South, you emerge here and the shard is just a few enemies away. Grab the shard and use the Portal to return to Gol in the Plane of Torment, East. After you speak to him, return to Firiona Vie or Natasla to get your next quest.

Citadel of Pain, North (Good and Evil)

Quests:
Find the Artifact (Good and Evil, Continued)

Enemies:
Creeps, Gremlins, White Tormentors, Avatars of Agony

Portal:
No

Chests:



Breakables:



Barrels



The north wing of the Citadel of Pain is smaller than the south wing. It's a straight shot across the hallways and rooms to reach the one entrance into the south wing that leads to the shard. The north wing contains the usual creeps, gremlins, and tormentors. In addition, you meet the ugly creatures known as the avatars of agony. Survive these halls and grab the shard in the south wing to find the secret behind all these mysterious shards.



The avatars of agony look like nothing you've seen before. These huge creatures pack a powerful punch with their long tentacles. They are too fast to run away from in order to cast or attack from a distance. Soften the avatars of agony with ranged attacks or spells while they charge at you.



When the avatars of agony reach you, block their attacks until they finish their series of swings before you attempt to use a melee attack of your own. You have time for only one or two hits between their attacks before you must block again. Repeat this slow process until they drop in agony of their own.

TIP

Always enter each room or area slowly and cautiously. Lure any gremlins or creeps out of the area and dispose of them before going deep into the area. If there are any gremlins or creeps around when you fight tormentors or avatars of agony, the gremlins or creeps will surround you and attack from your rear.



In this area is a huge tormentor. This guy's tough and his long strings of attacks require that you to hold down the block button until he's finished. Use the time in between his attacks to whack him with your weapon or cast a spell. Then immediately return to blocking. This fight takes time and diligence, so don't rush it.

TIP

Lure the creeps out of the room and defeat them before taking on the tormentor. If there are any creeps in the room during your fight with the tormentor, the creeps will attack you from behind while you block the tormentor's attacks.



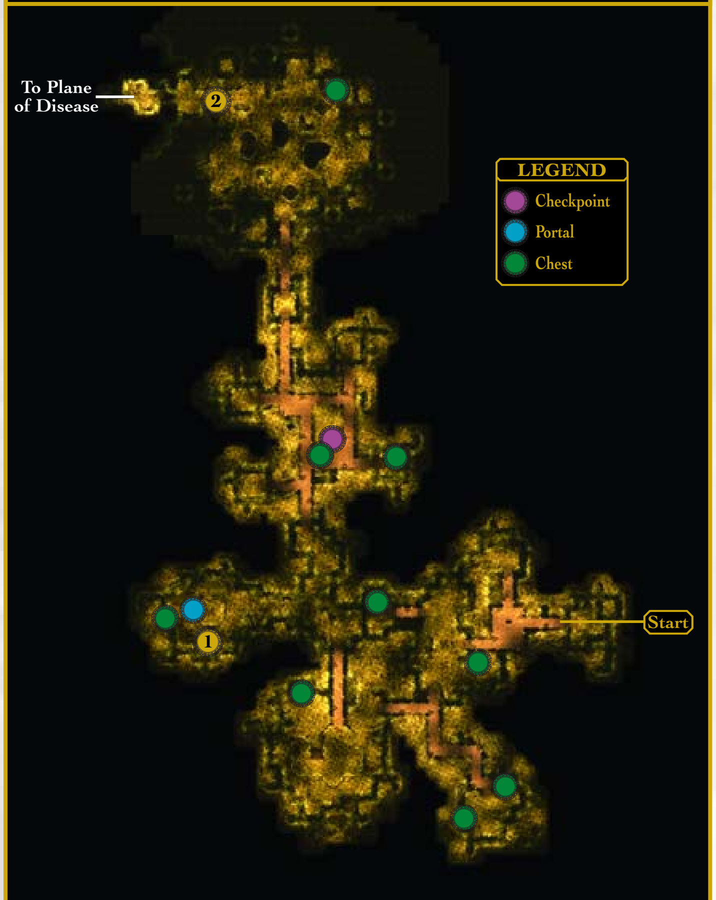
Defeat the army of creatures in the area and find the other entrance to the south wing of the Citadel of Pain. The shard is just beyond the door past a few more anxious enemies and a Portal. After you collect the shard, use that Portal to return to the Plane of Torment, East to speak with Gol.



Plane of Disease

The god Bertoxxulous is planning to open up Portals between Norrath and the Plane of Disease. If he succeeds, Norrath will be ravaged by pestilence. This is bad news for those on the good path but exciting news for those on the evil path. Good players must find the Portals and destroy them before the disease can spread. Evil players must help set up the Portals.

Grimror (Good)



The surface of this region is made of diseased, rotten, putrid flesh. The water here is mucky in color, resembling bile and other foul body fluids. Blisters and boils are plentiful on the surface. Thick hairs grow up in place of trees; scars and open wounds are prevalent on the ground.

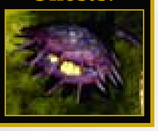
Quests: Destroy the Portals (Good)

Enemies: Bubonians, Mosquitos

Portal: Yes

Breakables: None

Chests:



Grimror is a network of wooden platforms and stairs amidst multilevel terrain. At first glance it isn't obvious how to get from one area to the next, but with a little exploration, access points to all of the nooks and crannies are easily spotted. This place is crawling with bubonians and mosquitos. The bubonians aren't tough to defeat but can deal a lot of damage in little time. And don't discount the mosquitos; their attacks leave more than just an itchy rash.

> **NOTE**
>
> Evil players start in the Swamp of Bile.

> **Destroy the Portals (Good):**
> Travel to the Plane of Disease and locate the Portals that Bertoxxulous will use in his invasion. Return to Firiona when you have finished.



Neither mosquitos nor bubonians have very strong defenses and are easy to kill. The danger lies in the high amount of damage that they can quickly deal, especially in large numbers. Use spells and ranged attacks to reduce their numbers so that when they come near, a few swipes of your weapon finishes them.

> **CAUTION**
>
> Avoid dead bubonians. Approach a dead bubonian after it is killed and you become diseased. Stay away from the corpses as long as they remain yellow.



Use the multilevel nature of this map to your advantage. If you spot enemies on a different level, fire off a few spells or ranged attacks. The enemies can't reach you from there, and you can safely defeat them without the risk of them surrounding you.

If you see a dead bubonian rise again, look for a bubonian shaman nearby. The shamans are easy to spot; a purple aura surrounds them. If you don't eliminate the shaman first, it'll just keep resurrecting the bubonians that you kill.





There haven't been any checkpoints until now. Just a little farther north is the first one. If you must save, use the Portal here to go to the Plane of Tranquility. Don't forget to unload some items and refill on potions.

While there are a few chests in Grimror, there are no breakable items. After you clear the level of enemies, you end up in this large area. Take the exit to enter the Plane of Disease.



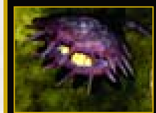
Swamp of Bile (Evil)

Quests:
None (You receive your quest in the Plane of Disease.)

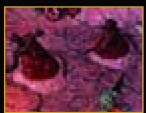
Enemies:
Bubonians, Gnaws, Spawners

Portal:
No

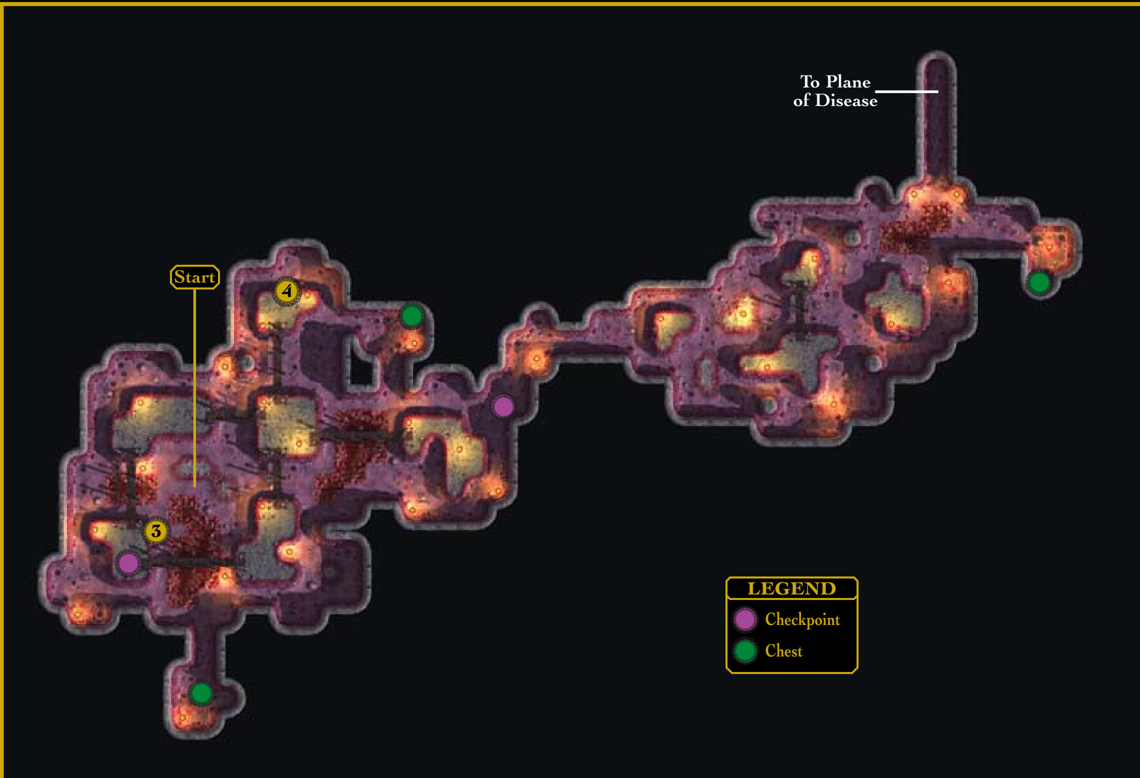
Chests:



Breakables:



Roots



You must find Bertoxxulous so that he can further instruct you. Bertoxxulous awaits in the Plane of Disease, but you must first go through the Swamp of Bile. In the Swamp of Bile you face bubonians that cause lots of damage but have low defenses. Then there are the spawners and gnaws. Spawners don't have attacks of their own, but they spawn countless gnaws. Hurry through these insignificant obstacles and meet with Bertoxxulous in the Plane of Disease.



Bubonians are everywhere. These guys can't take a beating but they can sure give one. It's easy to quickly defeat them with a few melee or ranged attacks before they can cause much harm. The danger comes when two or more charge you. Reduce their numbers as much as possible with ranged attacks before engaging in melee combat.

CAUTION

A bubonian shaman can resurrect dead bubonians. If you notice any bubonians get up again after you've defeated them, look for a shaman nearby and make the shaman your priority. Bubonian shamans are easy to spot as they have a purple aura around them.



Fallen bubonians are rife with disease. Touching one while it's still yellow makes you diseased for a short time. Don't do it.



Gnaws are annoying and, in large numbers, deadly. Whack away any that are in your way, but make the nearby spawner your priority. You can slash at gnaws all day, but until you get the spawner, they'll keep coming. Spawners don't have attacks of their own but have a lot of hit points.

TIP

Spells that affect an area work great on the spawners and gnaws, especially damage-over-time spells. Hit the spawner with a damage-over-time spell that affects the whole area, and any gnaws that it spits out will receive some damage.



You start the level in what seems to be an enclosed area. Stairs lead out of the area and onto the network of plateaus. Defeat the enemies in the immediate area and head up to the plateaus.

TIP

If you spot enemies in areas that are physically separated from the area you're in, try to attack them with spells or ranged weapons. If you can reach them with an attack, this is the safest way to defeat them. Otherwise, you'll have to face them close up later.



Wooden bridges connect the tops of the plateaus. The only way down to the lower level again is the set of stairs here. To move farther toward the entrance to the Plane of Disease, use the stairs and clean out the enemies between you and the Plane of Disease.

Plane of Disease (Good and Evil)

Quests:
Destroy the Portals (Good, Continued), Activate the Portals (Evil)

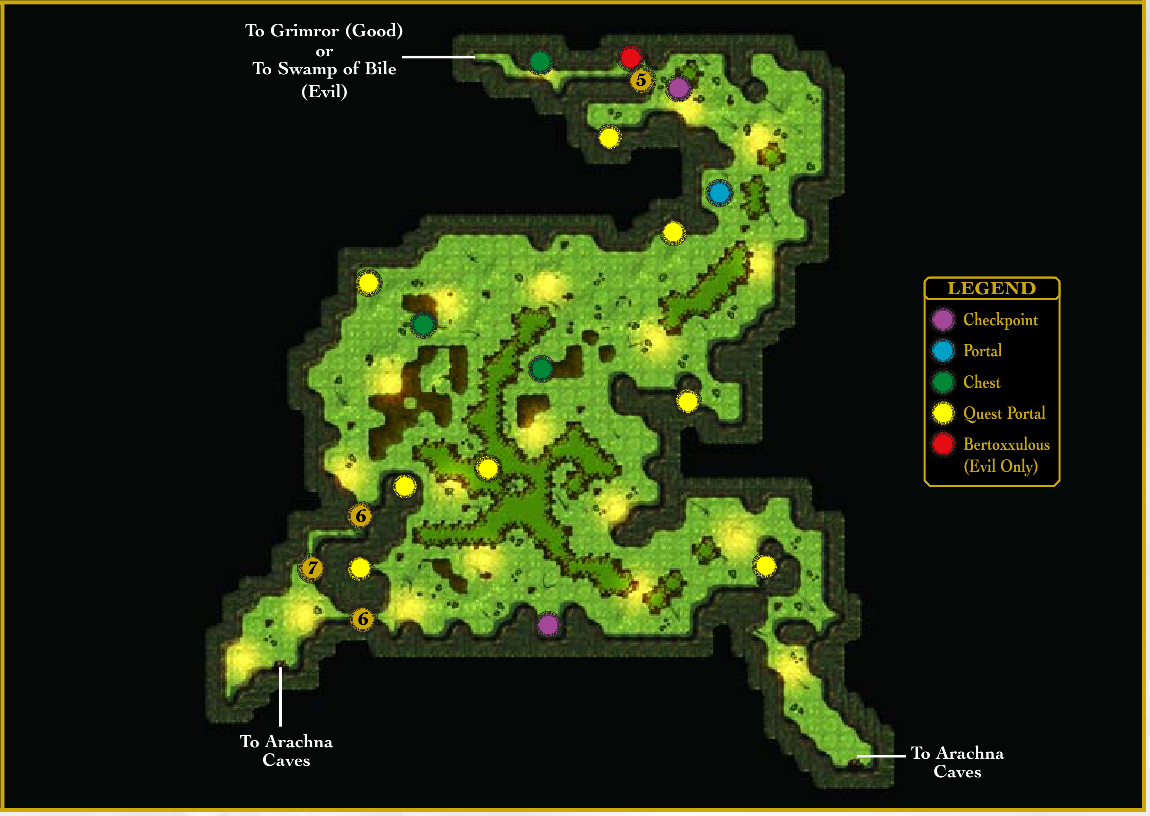
Enemies:
Festering Hags, Gnaws, Spawners

Portal:
Yes

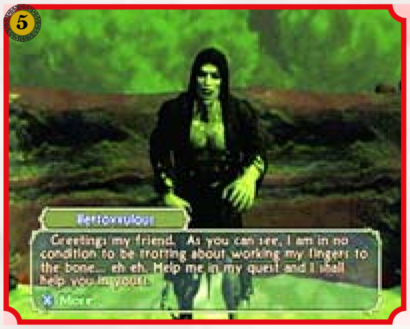
Breakables:
None

Chests:





In the Plane of Disease, Bertoxxulous is setting up the Portals to unleash plague and pestilence into all of Norrath. His eight Portals are strewn about the plane. As a good player, your job is to find them all and destroy them. Evil players must also find the Portals but then activate them. Of course, this won't be a simple search mission—plenty of enemies await both good and evil players.



Evil players meet Bertoxxulous here. Speak with him to receive your next quest. Good players don't encounter Bertoxxulous and can get right to destroying the Portals.

Activate the Portals (Evil):

Find and activate the Portals in the Plane of Disease. Then report to Bertoxxulous.



The Plane of Disease is where you first encounter festering hags. These pure casters have a ranged lightning attack and a projectile blast. The projectile blasts can be avoided by stepping out of the way, but the lightning attack is a bit trickier to dodge. The festering hags' lightning attacks come from the sky, and your only warning is the slight glow on the ground where it will hit. Run away from the area and don't venture back to the point of contact until the lightning subsides.



The Portals that you must either destroy or activate look like this. There are eight of them, and they are almost always guarded by a couple of festering hags. Press ■ near one of these Portals to activate it or destroy it, depending on your alignment.



Stay away from these spewing geysers. Their noxious gas is disease-ridden and will hit you for disease damage.



The Portal on the plateau here can only be reached by the stairs on the opposite side of the plateau. The path to that area is blocked; access is through the Arachna Caves.



Once you go through the Arachna Caves, take the stairs here to reach the last Portal.

Arachna Caves (Good and Evil)

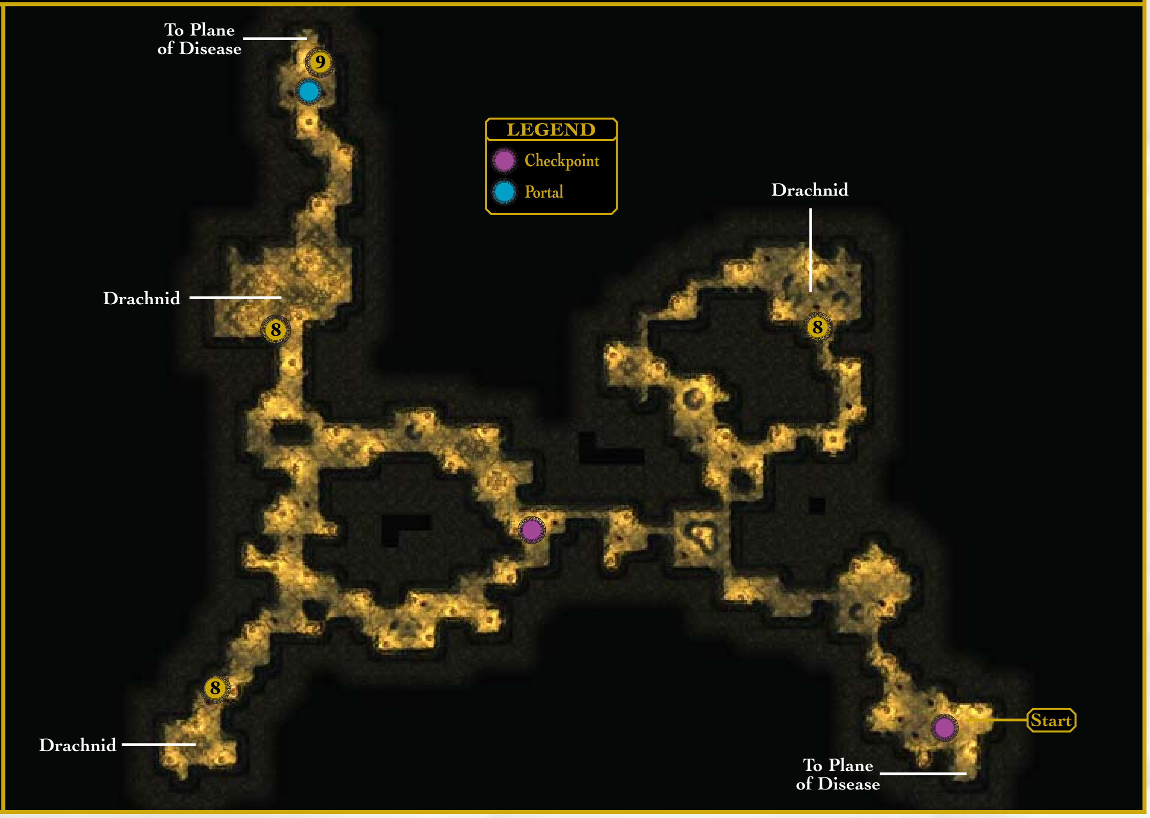
Quests:
Destroy the Portals (Good, Continued), Activate the Portals (Evil, Continued)

Enemies:
Ants, Black Widows, Scorpions, Drachnid

Portal:
No

Chests:
None

Breakables:
None



The Arachna Caves are dangerous. Black widows, ants, and scorpions roam the tunnels. This place is strictly about getting access to the area in the Plane of Disease that contains the last Portal. The Arachna Caves region has no chests or breakable objects that contain goodies. Fend off the vermin and make it safely back to the Plane of Disease.



Black widows, ants, and scorpions are everywhere and like to attack in groups. They all have weak defenses, so a few hits will defeat them. Their attacks, on the other hand, are very powerful. Exterminate them quickly before they can overwhelm you with their powerful attacks and their sheer numbers.

CAUTION

The black widows spit out a sticky web that pulls you toward them. If you get caught in the web, don't fight it. Face the black widow as it pulls you toward it and attack the spider.



Each of these three areas is home to a very powerful drachnid. Before attempting to face each drachnid, make sure you have lots of health potions. Now is a good time to use a Gate Scroll, because it also provides an Auto Save in case you get killed.



Approach each of the drachnid areas very slowly. Black widows, scorpions, and ants roaming about. Move slowly so that you draw the attention of the lesser creatures. The idea is to get the lesser bugs out of the way before tackling the drachnids.

TIP

If you are unsuccessful in defeating the lesser insects and arachnids first, they'll surround you as you fight the drachnids. Run away to a safe location where you can take on the lesser creepy-crawlies by themselves.



Once the drachnid is isolated, throw as many spells as you can at it before it reaches you. Fighting a drachnid up close is a dangerous proposition. Its attacks are very powerful, and its poison attack cannot be blocked.



Eventually, melee combat with the drachnid is necessary. Blocking and potion management have never been so important. Block the drachnid's quick attacks while watching your health bar. Use health potions as necessary. Continue to block until the drachnid rises on its hind legs and attacks with its front legs. This attack has a slower recovery period than the other attacks and is the only chance you have for casting a spell or swinging your weapon.

TIP

It is necessary to fight only the drachnid on the way to point 9. The other two drachnids are out of the way, and they do not guard chests nor breakable objects. The only reason to fight all three drachnids is for XP and the loot that they drop.



This is the entrance to the Plane of Disease that leads to the last Portal. Pass through here to activate or destroy the last Portal.

PLANE OF VALOR

The Plane of Valor is home to the great Mithaniel Marr. Players on the good path are sent to Mithaniel Marr by Firiona Vie to grab a shard of Innoruuk. Evil players go to Mithaniel Marr posing as a messenger from Firiona. Regardless of their alignment, Mithaniel sends players to the Plane of Fire to prove themselves before he grants them access to the Halls of Honor, where the shard resides.

Plane of Valor (Good and Evil)

A fertile area full of rich vegetation and magnificent noble creatures. This is a place for prospective mortal heroes who wish to gain access to the Halls of Honor.

Quests:
The Plane of Fire (Good and Evil), The Plane of Storms (Good and Evil)

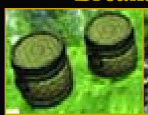
Enemies:
Warboars, Skeletons

Portal:
No

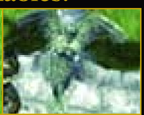
Chests:



Breakables:



Barrels



Statues



Don't let the lush green terrain fool you. Plenty of violent enemies are ready to give you a tough time as you search for Mithaniel Marr. Watch out for warboars and skeletons roaming the area.



Warboars disrupt the serenity of the Plane of Valor. These tusked animals aren't very smart and charge the moment they spot you. One or two warboars are easily dispatched with a few hard swings of your weapon or a few damage spells; any more than that and it's best to keep on the move as you attack so that they don't surround you.



Don't worry about this sword just yet. It's part of the Sword in the Stone quest. To free the weapon, you must complete the Bloodstone quest. Check out the Optional Quests chapter to find out more.



This graveyard area is the most dangerous of the map. Skeletons rise from the ground in large numbers to attack you. Trying to defeat them all is futile because skeletons continue to spawn as long as you're trampling over the graves. Defeat a few of them and escape to the checkpoint beyond the graveyard.



One chest lies deep in the graveyard. It's not necessary to get and it's risky to try for it. If you insist on looting it, you must reduce the number of skeletons as you move slowly toward the chest. Kill only enough skeletons to provide some breathing room as you sprint to the chest. Good luck; you'll need it.



Survive the run through the graveyard and speak with Mithaniel Marr. The shard of Innoruuk that he guards has corrupted even his most loyal champions. To make sure that you can handle the shard, Mithaniel sends you to the Plane of Fire to prove your worthiness. After you speak to him, use the Planar Gateway behind him to go to the Plane of Fire.

The Plane of Fire (Good and Evil):
Find a shard in the Plane of Fire. Then, return to Mithaniel Marr for your second task.



Think you're done after running Mithaniel's little errand in the Plane of Fire? Think again. Upon your return, Mithaniel sends you to the Plane of Storms to do a little cleanup work. Do so and speak with Mithaniel for a third time to gain access to the rest of the Plane of Valor.

The Plane of Storms (Good and Evil):
Remove unwanted visitors from the mountain caves and return to Mithaniel.

NOTE

Before continuing in the Plane of Valor, you must go to the Plane of Fire. Return here to speak with Mithaniel Marr when you're done and he sends you to the Plane of Storms. Only after you've finished both the Plane of Fire and the Plane of Storms can you return here to complete the Plane of Valor.



When you return to the Plane of Valor from the Plane of Storms, beware the minotaurs that now reside here. Be especially wary as you pass the checkpoint and approach Mithaniel Marr. Two minotaurs attack you simultaneously.

NOTE

Whether you are good or evil, you'll end up in the same spot within the Plane of Valor. Your quest is also the same—to retrieve the shard from the Halls of Honor.

The Plane of Valor (Good and Evil):
Retrieve the shard protected in the Halls of Honor.

Plane of Valor 2 (Good and Evil)

Quests:
The Plane of Valor (Good and Evil)

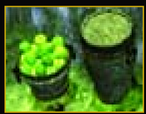
Enemies:
Warboars, Samurai, Mosquitos, Gladiators

Portal:
Yes

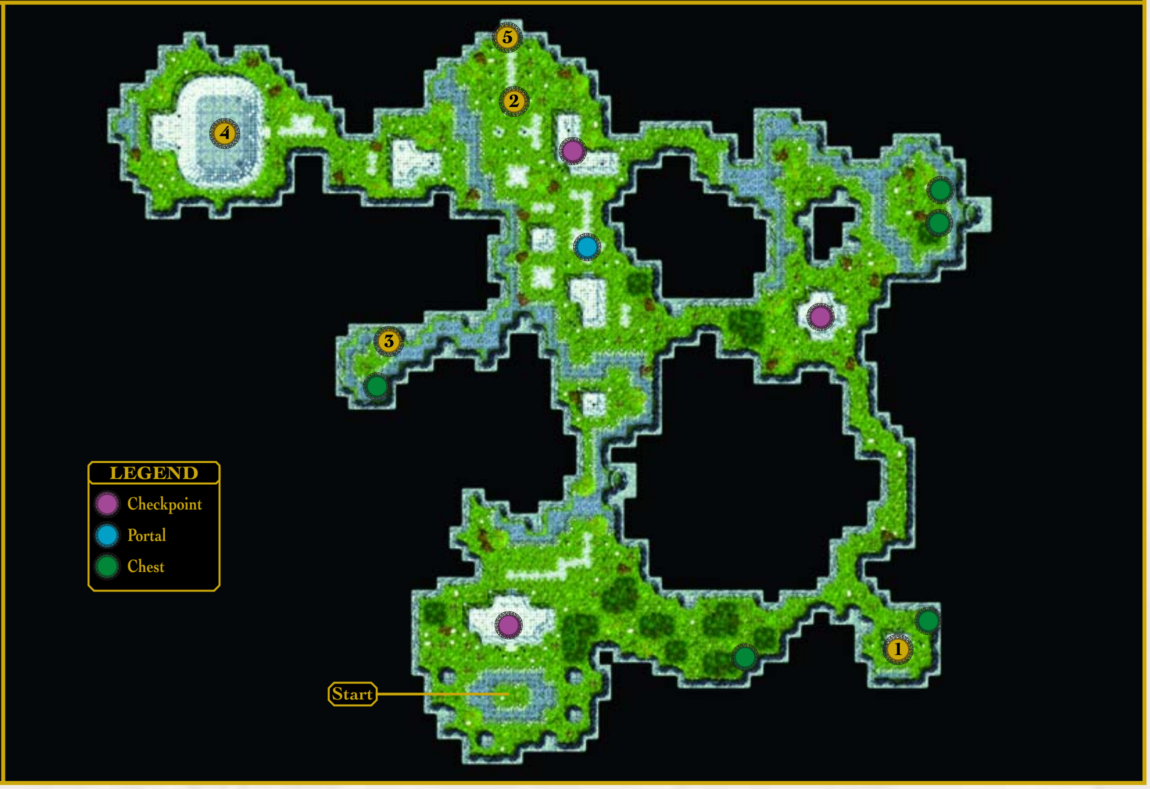
Chests:



Breakables:



Baskets



To access the shard in the Halls of Honor, retrieve keys from the four named opponents (three samurai and one gladiator) on this level. Unfortunately, they won't give them up without a fight. Kill all four, retrieve their keys, and enter the Halls of Honor.



Nakuzi is in the area marked with a (1) on the map. He has the same moves as the generic samurai you've faced so far. If you block too many of his blows, his blade glows red. Once the blade has reached its brightest, the next hit has a chance to knock you down. Against Nakuzi, offense is the best defense. Strike him down fast and don't get caught blocking.

> **NOTE**
>
> **Remember to grab the sarcophagus keys from the corpses of Nakuzi, Tsubaki, Tinicus, and Yatsima.**



Tsubaki is also a named samurai. He fights just like Nakuzi, but he is surrounded by friends. You'll have your hands full with this battle, but concentrate on Tsubaki and put him down first.



The moves of the third and final named samurai, Yatsima, shouldn't surprise you. If he catches up to you, block a couple of his attacks and then take a few steps back by pressing L1. Immediately hit him with a ranged weapon or spell.

Tinicus is a named gladiator, and like Tsubaki he is a popular fellow. Slowly make your way into the coliseum, taking out gladiators as they appear. The same tactics you utilized in your previous encounters work on Tinicus because gladiators share the same tactics as samurai.





The entrance to the Halls of Honor is marked (5) on the map. Once you have all of the keys, head inside.

Halls of Honor (Good and Evil)

Quests:
The Plane of Valor (Good and Evil, Continued)

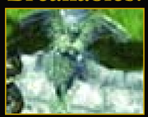
Enemies:
Gladiators, Samurai

Portal:
Yes

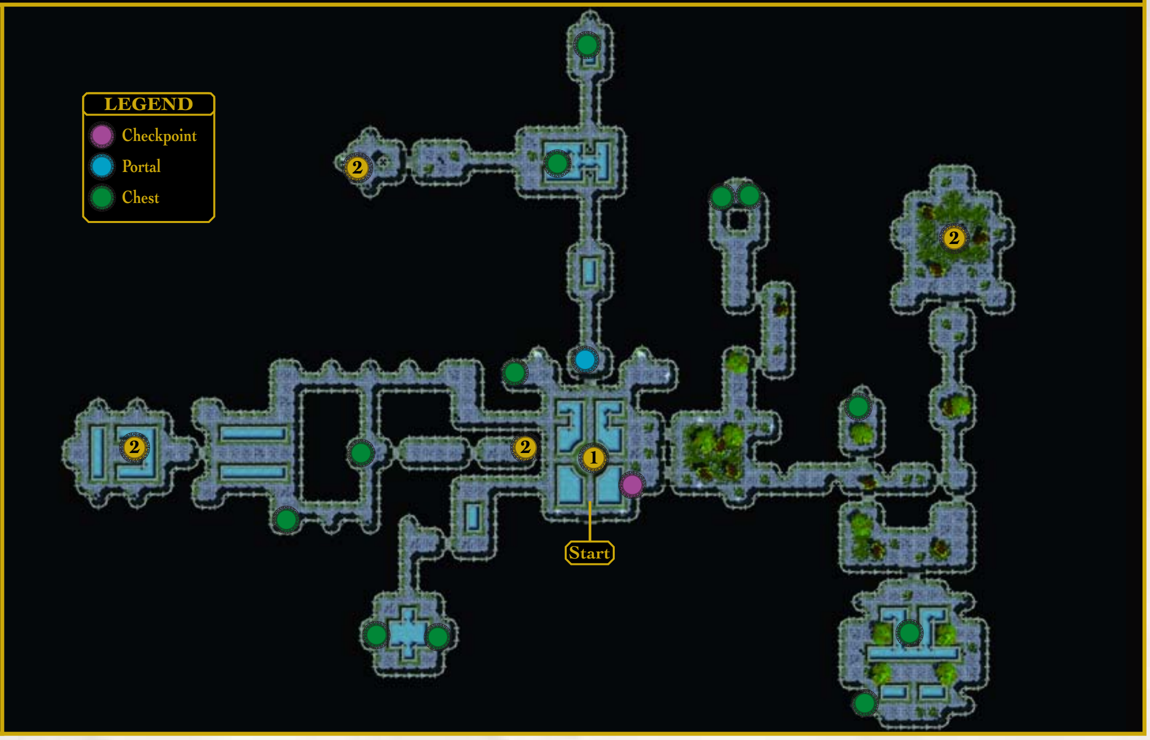
Chests:



Breakables:



Statues



Fallen heroes are buried in the Halls of Honor. Four locked sarcophagi each yield an incantation that, when recited, dissipates the barrier that protects the shard.



Each recited incantation will drop one of the four barriers protecting the shard.



Each sarcophagus location is marked with a (2). Go to them, open them, and grab the incantation inside. Once you have all four incantations, return to the shard and recite them. The barrier falls and the shard is yours.



Although the samurai and gladiators that guard the halls are no different from those outside, there are a lot of them! Proceed slowly or you'll be overwhelmed.



Once you have the shard, return to the hub to continue your mission.

PLANE OF FIRE

Before Mithaniel Marr lets you into the Halls of Honor to retrieve the shard of Innoruuk, you must earn his trust. Go through the Plane of Fire and bring a shard back to him to show your worthiness.

Obsidian Forest (Good and Evil)

This plane is a charred and smoky landscape that reflects the creative and destructive element of fire. Petrified trees litter the landscape, creating a magnificent forest of obsidian pillars and crimson flames.

Quests:
The Plane of Fire (Good and Evil, Continued)

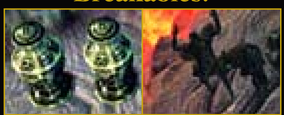
Enemies:
Lava Beetles, Fire Goblins

Portal:
No

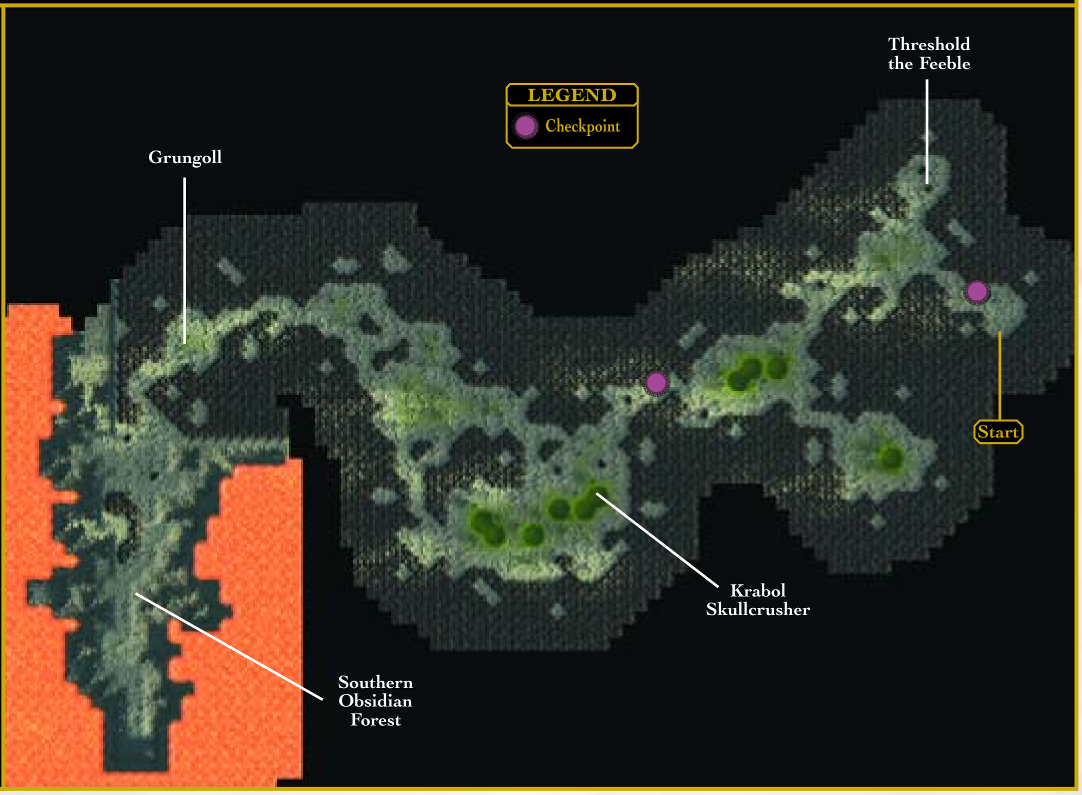
Chests:



Breakables:



Vases Statues



The Obsidian Forest is the result of lava flow. The ground is hardened lava with cracked obsidian all around. Fire goblins and lava beetles roam the Obsidian Forest looking for targets for their fire-enhanced attacks. Tread carefully; three named goblins also inhabit the Obsidian Forest.



Fire goblins often attack in groups. Throw spells at them from a distance to reduce their numbers as quickly as possible. Their defenses aren't great, but their attacks are powerful and they are especially dangerous in groups.

TIP

Explore the Obsidian Forest at a slow pace. This allows you to spot encroaching enemies before they're in your face. While they're still at a distance, launch spells at them, fire a few arrows, or throw some axes. If you run around recklessly, you'll draw the attention of multiple groups of foes.



Threshold the Feeble awaits in the first open area you encounter from the start point. As with all named enemies, his attacks and defenses are formidable. Threshold has fast melee attacks that only give you time to block. Watch for pauses in his attacks before launching a strike of your own. Cast a spell or whack him with your weapon when he stops attacking.

TIP

Threshold is not only skilled in his melee attacks, but he also knows when to block. If he blocks your attack, continue to swing your weapon at him. Eventually, he'll stop blocking so that he can attack. As soon as your blow finally lands, return to blocking his attacks.



Purple fire goblins are shamans. Defeat them first or they'll resurrect their fallen comrades.



Krabol Skullcrusher is in this open area, supported by plenty of fire goblins. Proceed slowly into this area and lure the fire goblins to a safe distance to defeat them. Kill as many of them as possible so that you can fight Krabol Skullcrusher without interruption.

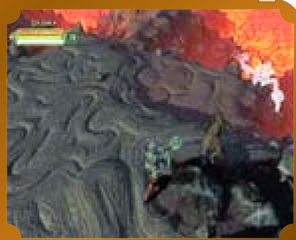


Lava beetles are easily exterminated. Kill them from a distance with spells or ranged attacks, or simply charge at them with weapons swinging.



Grungoll is the last named goblin to face before you are in sight of the lava surrounding the Obsidian Forest. Handle Grungoll with the same techniques you used against Krabol and Threshold.

TIP



Before heading into the southern Obsidian Forest, also known as Shorefire, destroy the statues in the area near the exit. It looks like some poor souls got caught in the lava and are now frozen in place. Give them a few whacks to see what they drop.

Shorefire (Good and Evil)

Quests:
The Plane of Fire (Good and Evil, Continued)

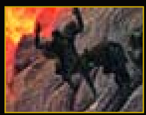
Enemies:
Fire Demons, Fire Goblins, Lava Beetles

Portal:
No

Chests:



Breakables:



Statues



Shorefire is a wasteland of hardened lava and fire creatures. Fire goblins, lava beetles, and fire demons coordinate their attacks, so stay on your toes. Their combined efforts can drain your health bar before any of them reach you.



Most of the areas here are wide-open. Cover the ground slowly to prevent multiple groups of enemies from surrounding you. Use ranged attacks to reduce the number of enemies before they can reach you.

TIP

Without a Portal in sight, use a Gate Scroll to replenish your potion supply. Don't forget to replenish your Gate Scroll supply while you're shopping.

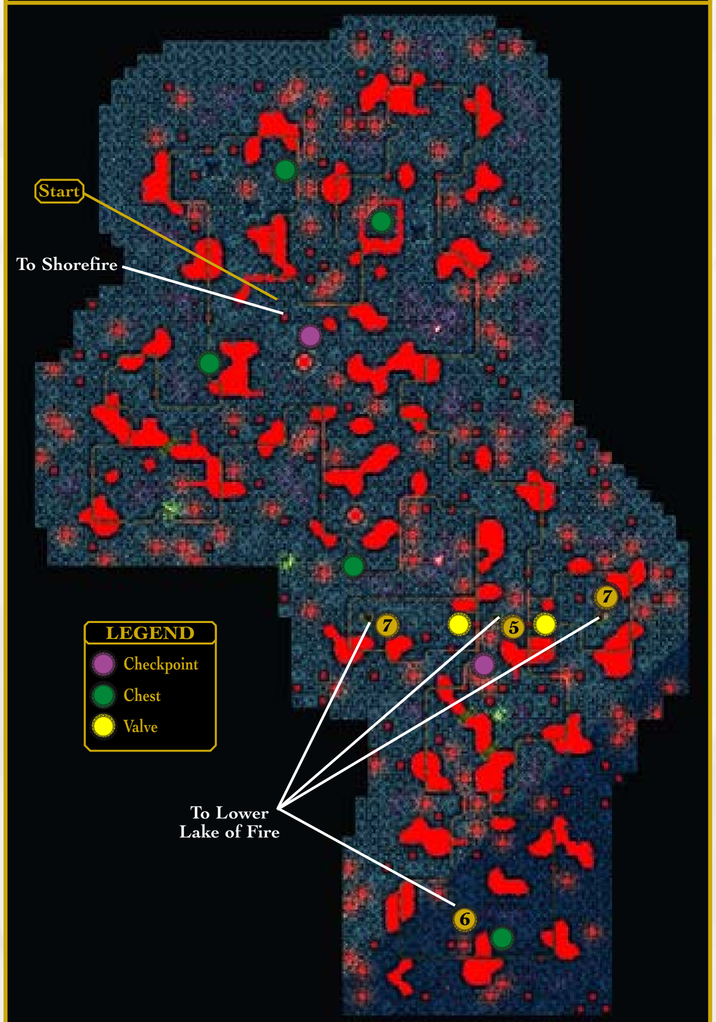


About midway through the map, you encounter Andruarr, a goblin leader. Use the same techniques that you used on the named goblin leaders in the Obsidian Forest. You'll also run into some unnamed goblin leaders. These guys have the same fighting style but aren't as tough. Block their attacks. A few hits from your weapon should defeat them.



Make it all the way to the far side of Shorefire and climb down the ladder to the Upper Lake of Fire.

Upper Lake of Fire (Good and Evil)

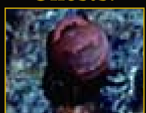


Quests:
The Plane of Fire (Good and Evil, Continued)

Enemies:
Fire Goblins, Lava Beetles, Lava Monsters

Portal: No

Chests:



Breakables:



Barrels

The Lakes of Fire are dangerous even for walking. The lava pits in the ground are lethal, not to mention the lava monsters that dwell in them. Now's the time to equip any armor or items that provide added fire resistance. There are two levels to the Lakes of Fire. This is the upper level, and you'll have to go back and forth between here and the lower level to gain access to the Lair of the Dragon, where a shard awaits.

CAUTION

There is no safety railing around the lava pits. Be careful where you tread because if you step into a lava pit, it's instant death.



Lava monsters are best dealt with from a distance. Use ranged attacks to defeat them while avoiding their projectiles. If the lava monsters decide to come out of the lava pits, block their melee attacks and pound into them as quickly as possible. Their attacks cause you to burst into flames, so the faster you destroy them, the better.

TIP

Equip fire-resistant armor or items to protect against the various fire attacks. If you don't have any, buy them.



All of the enemies in the Lakes of Fire have ranged attacks. They like to sit at a distance and pepper you with these attacks to soften you up for their melee attacks. Dodge the ranged attacks and retaliate with your own ranged attacks. Melee fighters should be careful when charging an opponent, because the enemies always travel in groups.



This ladder, which leads to the Lower Lake of Fire, is blocked by lava. Before you can descend the ladder, you must close the two valves on either side of it. Unfortunately, the valves are unreachable from here.



The only way to reach the valves is to go through the Lower Lake of Fire. Use the ladder at 7 to reach the Lower Lake of Fire. From there, find the two ladders that take you back to the Upper Lake of Fire, at point 8.



When both valves are turned off, you can safely descend this ladder. The ladder leads to an island in the Lower Lake of Fire that is unreachable any other way.

Lower Lake of Fire (Good and Evil)

Quests:
The Plane of Fire (Good and Evil, Continued)

Enemies:
Fire Elementals, Lava Beetles, Lava Monsters

Portal:
No

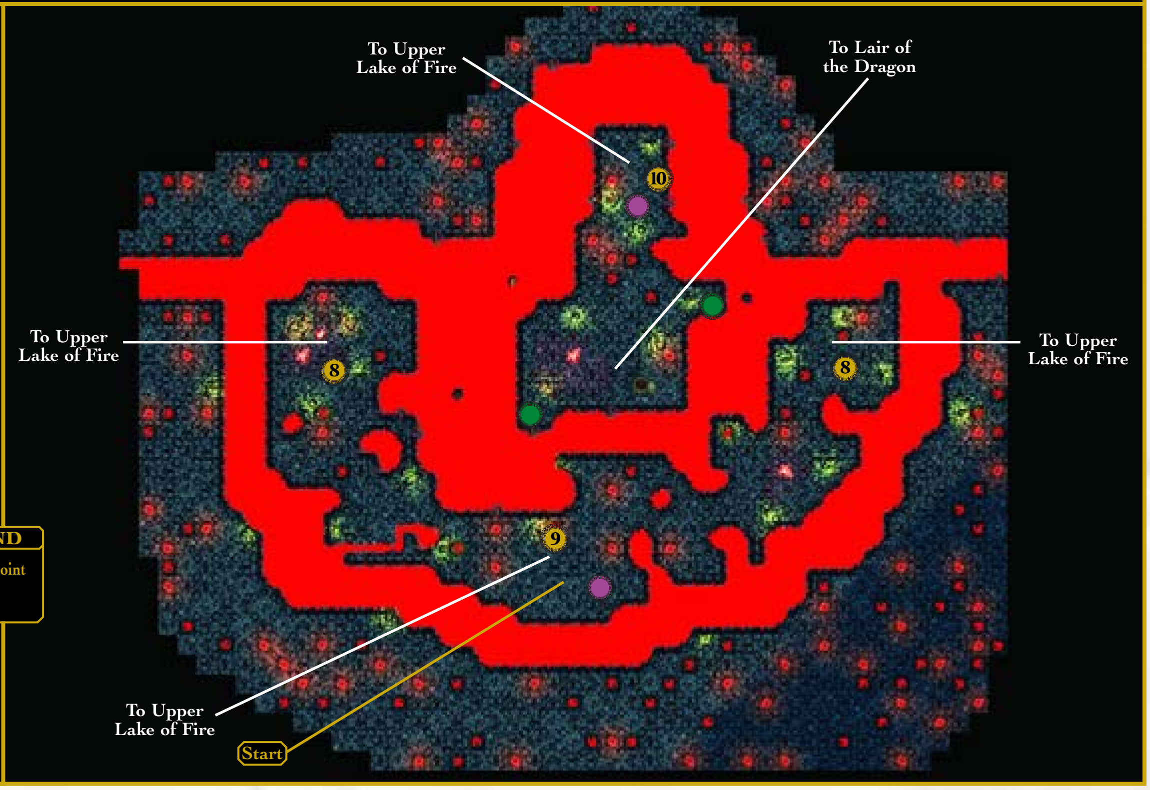
Chests:



Breakables:



Barrels



LEGEND
Checkpoint
Chest

The Lower Lake of Fire is a small map, but traversing it is tricky. At the center is an island that leads to the Lair of the Dragon. Since you can't walk on lava, you must find another way to reach the island. If you didn't get enough of the Upper Lake of Fire, you're in luck. To reach the Lair of the Dragon, you must go back and forth between the Lower Lake of Fire and the Upper Lake of Fire.



Fight your way to these two ladders that lead back to the Upper Lake of Fire. Shut off the two valves and return to the Lower Lake of Fire.

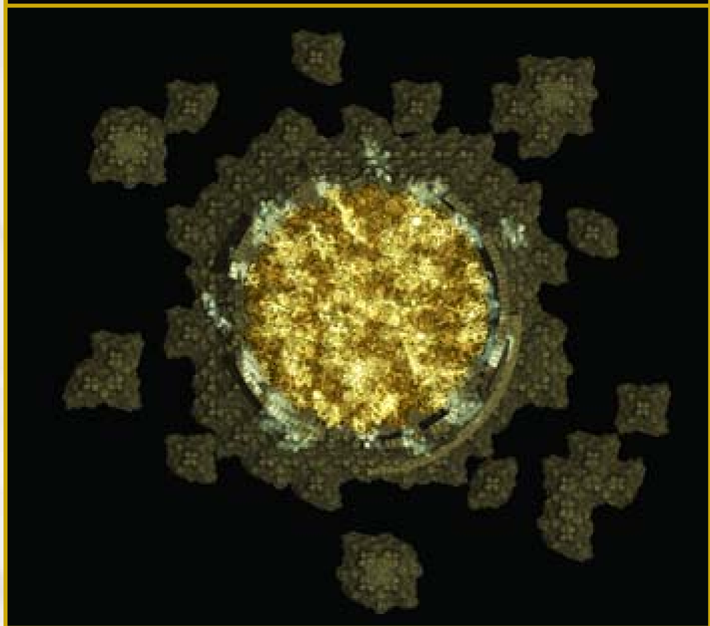


After you shut off the valves, use the ladder at the start point to return once more to the Upper Lake of Fire, where the ladder at (5) is now accessible.



From (5) in the Upper Lake of Fire, descend to the island in the middle of the Lower Lake of Fire. Defeat the enemies on the island and prepare to descend into the Lair of the Dragon.

Lair of the Dragon (Good and Evil)



Quests: The Plane of Fire (Good and Evil, Continued)

Enemies: None

Boss: Dozekar

Portal: Yes

Chests: None

Breakables: None

The Lair of the Dragon is home to Dozekar. This fire-breathing dragon has horded lots of treasure, including one of the shards you seek. The arena is circular with a Portal near the edge. The Portal cannot be activated until you defeat Dozekar, so come into this fight with plenty of potions and fire resistance.

Boss Battle: Dozekar

Type	HP	AC	Damage	Attack	XP
Dozekar	19	4	3	4	10



With the right approach, Dozekar can be beaten without depleting your health potion supply. Dozekar has three main attacks. The first one is his fiery breath. He uses this when you're right up in his snout. Dozekar's breath can easily be avoided by stepping aside.



Boss Battle: Dozekar (cont'd)



Another of Dozekar's attacks is a firestorm that he rains down from the sky. Look for the ground to glow where the storm will hit, and be somewhere else.



Keeping your distance won't last long because Dozekar likes to charge at you and use his nose as a battering ram. If you see him running toward you, turn around to face him and put up your best blocking stance.

> **CAUTION**
>
> **Ranged fighters must remember that blocking is impossible with ranged weapons such as bows and throwing axes. Switch to a melee weapon or shield before attempting to block.**



Begin by attacking Dozekar with any available ranged attack. Spells work best as they are quick to cast, but bows and throwing weapons are effective, too. Keep your distance as long as possible. Watch for the glow on the ground that indicates his firestorm attack and move out of the way.



Melee combat may be necessary more often than you'd like. Block Dozekar as he charges at you and wait for him to rear his head back. When he does this, he is getting ready to attack with his breath or the firestorm. Stay in front of him long enough and he opts for the breath attack. Dodge the breath and move to Dozekar's side to commence your melee attacks.



If you move to Dozekar's side and it turns out he is casting his firestorm, make a run for it. Run in tight circles around him as he tries to turn to face you. When he pauses in the chase, turn to him and throw up your block. Then wait again for him to begin casting and repeat the attack on his side.

> **CAUTION**
>
> **When you run in tight circles around Dozekar, he keeps turning to face you. If he stops turning with you, don't continue running. If you get behind him, he'll whip his tail and knock you to the ground. You are completely vulnerable to his melee attacks while on the ground.**



Once Dozekar is defeated, pick up the shard and exit through the Portal. You must now return to Mithaniel Marr in the Plane of Valor to get your second task.

> **TIP**
>
> **Before you leave, run around the Lair of the Dragon to pick up the gold strewn about.**

Plane of Storms

Ridding the Caves of Mount Grenidor of the bubonians is no small undertaking. You'll traverse frigid forests, sneak undetected through a hostile dungeon, and fight along the surface of a glacier. The enemies are fierce and in large supply. Gear up and prepare yourself; this mission will take much more than swinging swords to accomplish.

The Wilderness (Good and Evil)

The Plane of Storms is a forest filled with destroyed trees strewn about in chaotic wreckage. The forest itself has fallen victim to the plane's elements of lightning and ferocious wind gusts.

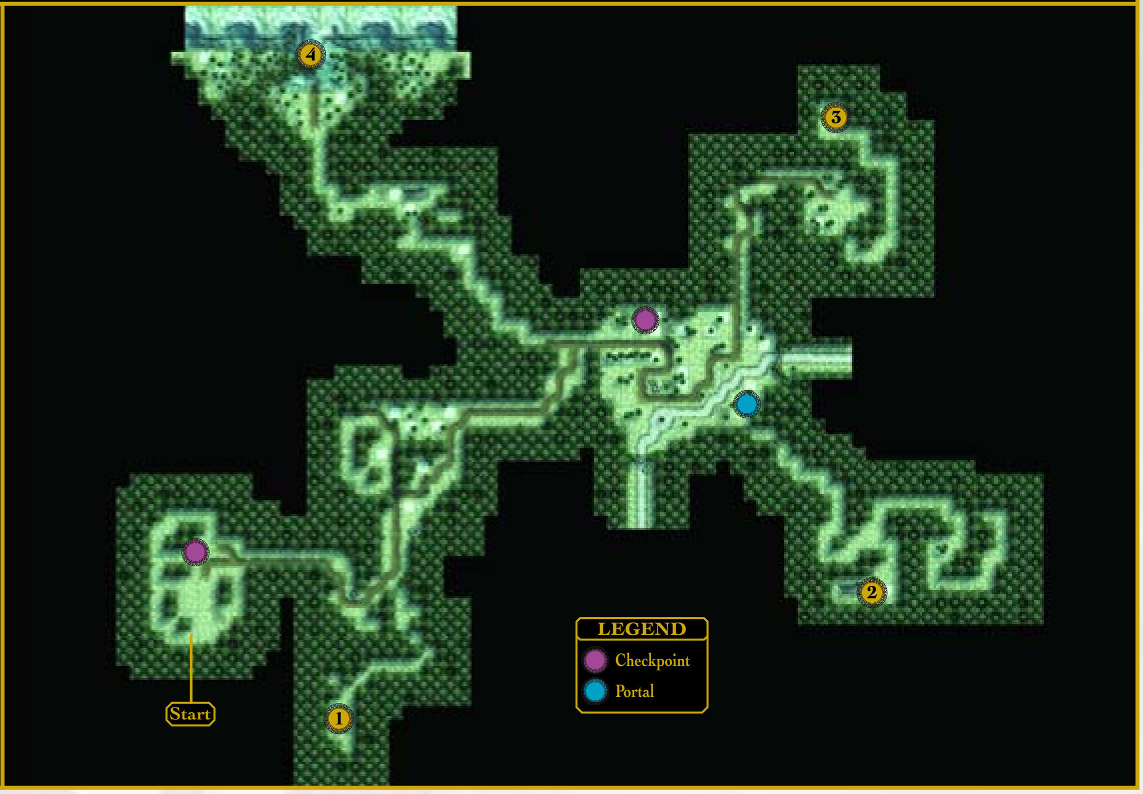
Quests:
The Plane of Storms (Good and Evil, Continued)

Enemies:
Earth Elementals, Snow Badgers

Portal:
No

Chests:
None

Breakables:
None



The adventure begins in the Wilderness, a dangerous area filled with hulking earth elementals and razor-toothed snow badgers. Make your way through the Storm Cave to find the path to Mount Grenidor. To explore the area to the fullest, visit the Thunder Cave and Wind Cave as well.



The snow badgers are big, but don't let their size fool you. Just like the warboars, their attacks are sluggish. Put them down from a distance or get up close, block their paw attacks, and counterattack.



The earth elementals are the chilled version of the lava monsters. Up close they swing at you with massive arms, and at a distance they hurl clumps of earth at you. They are vulnerable while gathering dirt to throw, so both ranged and melee attackers should take advantage. Up close the standard block-then-attack strategy works best.



The entrance to the Thunder Cave is marked on your map with a (1). It is a small cave, and clearing it is optional.



The entrance to the Wind Cave is marked (2). It is substantially larger than the Thunder Cave, but visiting it is also optional.



The entrance to the Storm Cave is marked with a (3) on the map. Traversing this cave is required to reach the entrance to the Caves of Mount Grenidor, which is marked with a (4).



Thunder Cave (Good and Evil)

Quests:
The Plane of Storms (Good and Evil, Continued)

Enemies:
Goblins, Snowmen

Portal:
No

Chests:



Breakables:



Barrels



The Thunder Cave is one of two optional maps within The Wilderness. Venture here to take on goblins and snowmen, gain some experience, and add to your coffers.



The goblins that inhabit the caves in The Wilderness are weak opponents. However, what they lack in strength, they make up for in numbers. Area-of-effect abilities can take multiple goblins down quickly. However, if you don't rid the area of the shamans, those put down will rise back up.



Snowmen are the tormentors of the Plane of Storms. Strong and persistent attacks will be the end of impatient adventurers. Wait for their two-handed, overhead smash and then let loose.



The area on the map marked with a (1) is a tough encounter. Two snowmen await, reinforced by several goblins. Only the bravest or dumbest fighters take on all of them at once. Try pulling back and luring the snowmen into the narrow corridor, where they must face you one at a time.

Wind Cave (Good and Evil)

Quests:
The Plane of Storms (Good and Evil, Continued)

Enemies:
Goblins

Portal:
No

Chests:
None

Breakables:



Barrels



The Wind Cave is purely optional, and purely dangerous, filled with goblin archers and goblin shamans. Even the heartiest of warriors are challenged here. Ranged attacks are a must, and ranged attacks that damage multiple enemies are indispensable.



The layout of the caves is advantageous to ranged casters and attackers. Unfortunately, the goblins take full advantage of this. Many times you'll be attacked from multiple sides, making it hard to maneuver without taking damage. Aim for the shamans first and then clear out the archers. If you find the cave is too difficult for your character, don't worry; no specific reward exists for clearing it.



A named orc shaman is in the area marked with a (1) on your map. Clear out his support and then take the offensive and rush him. He relies on ranged offensive spells and has no other defenses. Get in close and let him have it.

Storm Cave (Good and Evil)

Quests:
The Plane of Storms (Good and Evil, Continued)

Enemies:
Goblins

Portal:
No

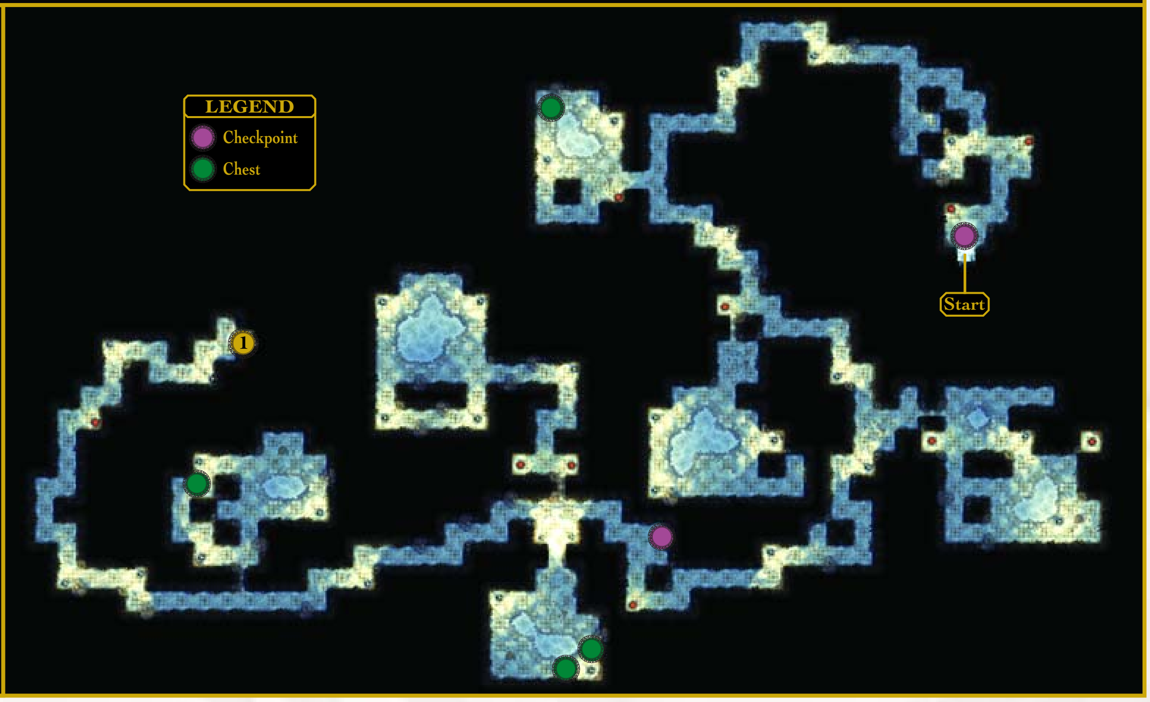
Chests:



Breakables:



Barrels



Travel through the Storm Cave to reach The Caves of Mount Grenidor. This is the least difficult of the three caves to navigate. Goblins are all that hinder you, and by now, you're a pro at handling them.

Goblins, goblins, and more goblins. The narrow, twisted corridors make it easy to lure them one by one to their death at your hand. If you are overwhelmed, retreat and regroup.





The exit to The Wilderness is marked (1) on your map. Once you exit the Storm Caves, follow the path to the Caves of Mount Grenidor.

The Caves of Mount Grenidor (Good and Evil)

Quests:
The Plane of Storms (Good and Evil, Continued)

Enemies:
Bubonians

Portal:
Yes

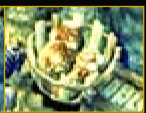
Chests:



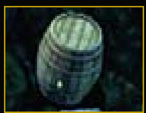
Breakables:



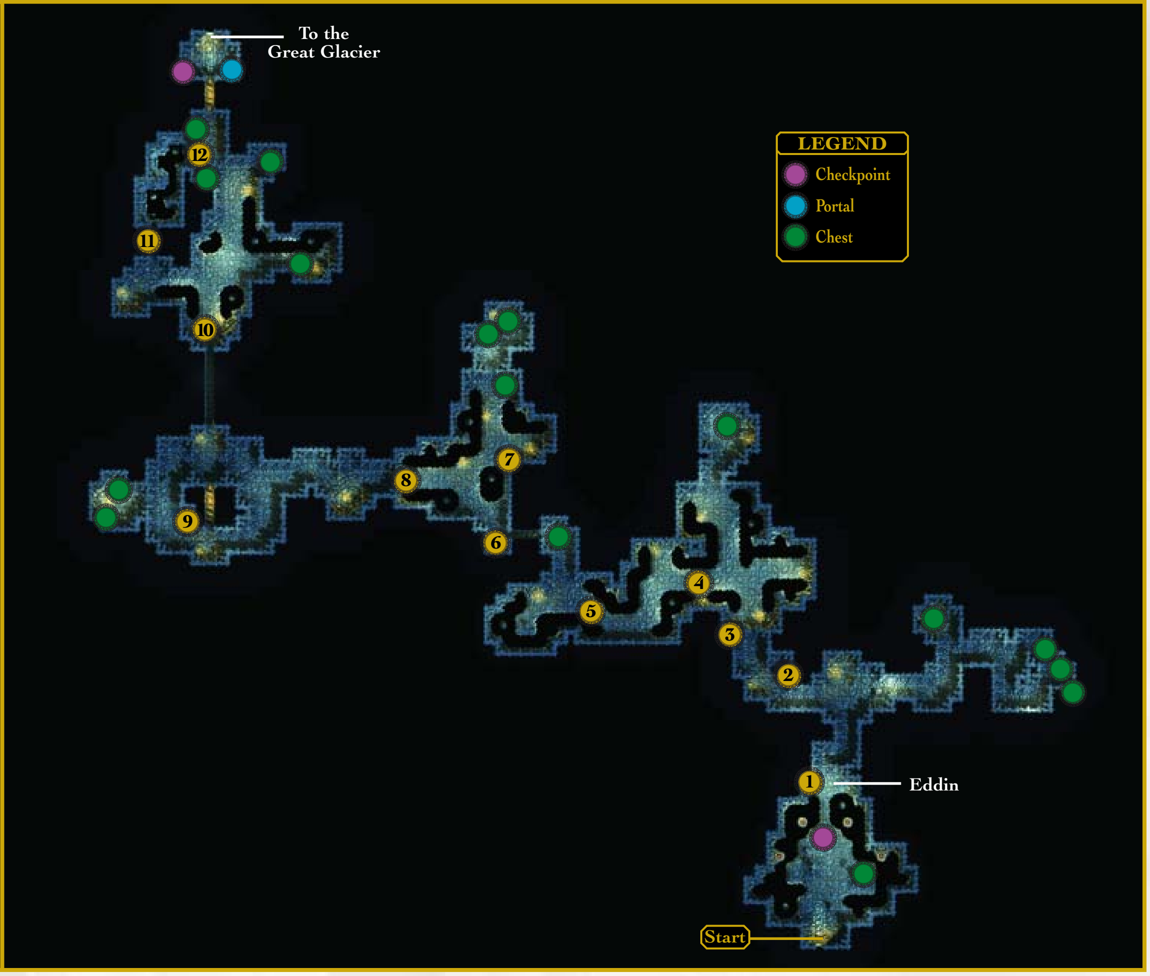
Crates



Baskets



Barrels



The Caves of Mount Grenidor contain bubonians, the uninvited guests that Mithaniel Marr wants you to defeat. However, the bubonians are powered by the shard that is held in a nearby cave. Infused with the power of the shard, they are invincible. Therefore, make your way through the caves unnoticed.



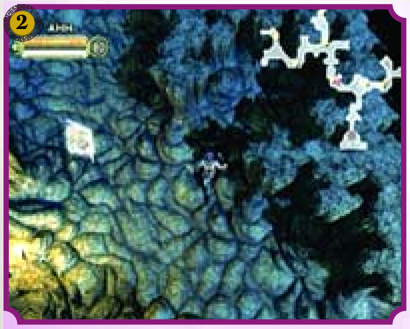
Talk to Eddin and he'll tell you that the only way to wipe out the bubonians is to steal the shard and deprive them of their source of power. You must sneak through the caves unseen, to The Great Glacier.

NOTE

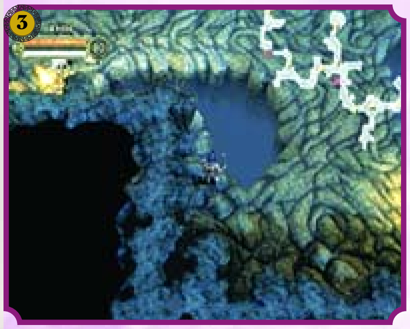
Notice the yellow arrows on your map. They are bubonian sentries, and if they see you, you'll be restarting at the nearest checkpoint. The arrows point in the direction the bubonians are looking. They cannot see you if you sneak behind them.

TIP

Pull the camera back as far as possible, to see more of your surroundings.



Dodging the first two sentries is easy. Wait until the first one turns his back to you and follow him up the corridor. When he turns right, dash left to the alcove marked 2 on the map. If you time it correctly, you'll enter the alcove while the second guard has his back to you.



Wait for the second guard to turn around and pass the alcove in which you are hiding. Once he has passed, head for the area marked with a 3.

NOTE

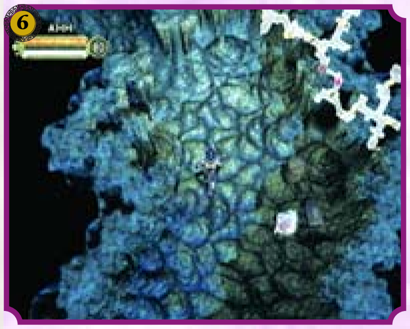
Other bubonians aside from the sentries are huddled in the caves. They usually have their backs to you, so you can pass nearby without alerting them. However, get too close and they will notice you.



The next sentry is easily avoided. Wait until he heads down the eastern corridor and sneak past him to the area marked with a 4 on the map. This area is crawling with bubonians, but if you keep some distance between you and them, you can linger a bit without being noticed.



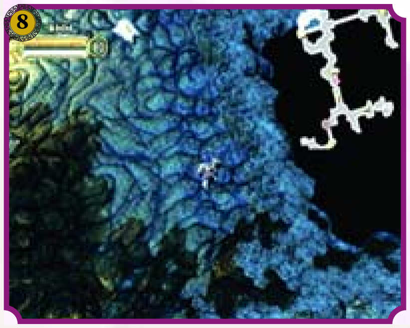
Wait for the nearby sentry to head to the small outcropping to the north and then run to the area marked 5 on the map.



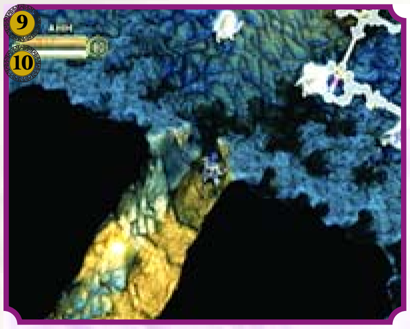
Once the sentry turns his back, there is a clear path to the checkpoint marked 6. Pay no attention to the stationary bubonian with his back to you. Give him as wide a berth as possible and you'll get by.



The sentry to the north of the checkpoint won't let you sneak by him directly. Wait until he turns his back to you and run to the small area marked with a 7 on the map. Then, once he passes you on his way toward the checkpoint, head to the next marker.



Once you reach the area marked 8, make sure you position yourself with the cavern wall between you and the sentry you just passed. If you rest on the wrong side of the wall, he'll notice you on his return trip.

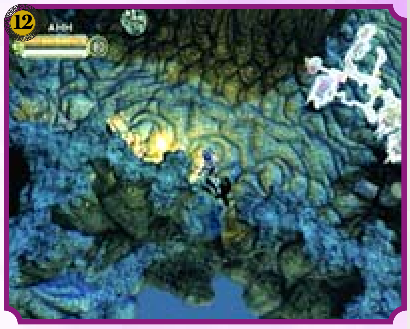


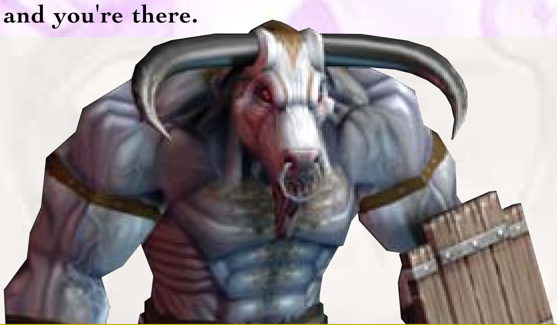
Get to the point marked 10 on your map in an unbroken run. First, dodge the nearby sentry as he turns and walks southward. Then, run to the small passage marked with a 9 before the three sentries get too close. Head north through the passage, pausing to let the trio of guards pass if necessary, and you're there.



You are nearly to the exit. The only way to get there is by taking the narrow passage marked with an 11 on the map. To reach it, wait until the guards meet up just north of your position and face each other. Sneak by and enter the passage.

You are free to run through the cavern until you reach the entrance to the main corridor. It is marked with a 12 on your map. Once the sentry patrolling the main corridor passes you by heading south, run to the exit to The Great Glacier.





The Great Glacier (Good and Evil)

Quests:
The Plane of Storms (Good and Evil, Continued)

Enemies:
Goblins, Snow Badgers

Portal:
No

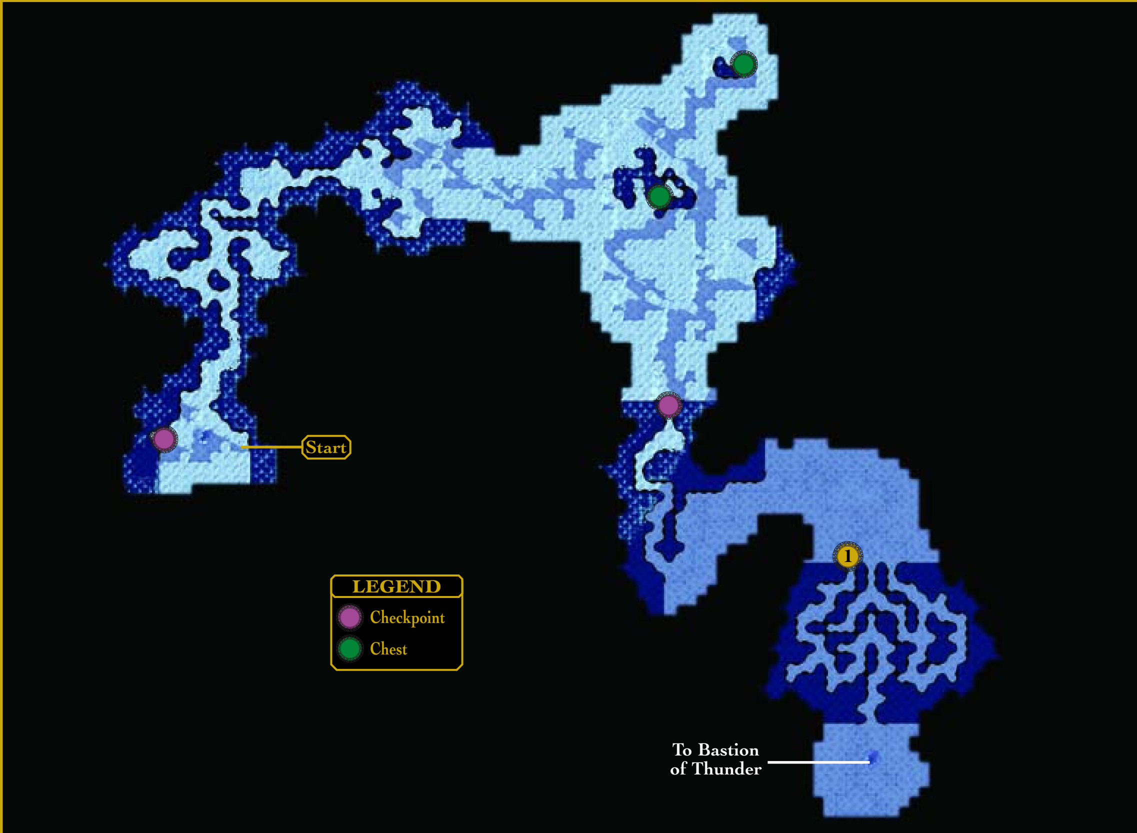
Chests:



Breakables:



Barrels



You are one step closer to completing your quest. The Great Glacier leads to the Bastion of Thunder, where the shard that is powering the bubonians is located. Battle your way through goblins and snow badgers to reach the Bastion.



The glacier is populated by more goblins and the occasional snow badger. By now, you should be well versed in the tactics of these two adversaries. Beware the goblin archers that carry magically imbued weapons; they can put a hurt on you in a hurry.



The path marked with a (1) on your map is the only way to the other side. Goblin archers will fire at you from distant outcroppings, so best switch to a ranged weapon or spell to deal with them. The entrance to the Bastion of Thunder is just up ahead.



Bastion of Thunder (Good and Evil)



Quests: The Plane of Storms (Good and Evil, Continued)

Enemies: Snowmen, Snow Badgers

Boss: Wenglox

Portal: Yes

Chests:



Breakables:



Barrels

The Bastion of Thunder is a tough level for most any adventurer. The enemies that populate the area are formidable and numerous. You'll need high damage and superior blocking to get through this alive.



If snow badgers and snowmen have given you problems in the past, then this level will be no cakewalk. Take this level slow and try to confront the baddies one at a time. Don't spare mana or health potions; they are no use to you if you're dead.



The checkpoint is marked 1 on your map. Beware; two snowmen guard it.

The entrance to the Hidden Glacier is marked 2 on the map. If you are having trouble with the tough enemies on this level, there is no need to explore all areas of it. Just take the most direct route possible to the entrance.



TIP

You're about to face the boss for the Plane of Storms. Use the Portal to visit the hub and stock up on potions. Equip items that increase your cold resistance and weapons or abilities that can slow or stun an opponent.

Boss Battle: Wenglox

Type	HP	AC	Damage	Attack	XP
Wenglox	20	1.8	3.5	1	10



Upon entering the snow boss's cave, you are immediately met by two snow badgers. Pull back a bit into the corridor and they'll follow single file. Take them down one at a time.

TIP

More snow badgers inhabit the cave. If you can, skirt the perimeter in an attempt to clear them out without alerting Wenglox. Wenglox is hard enough to deal with when he's alone; you don't want the added trouble.



If you get into melee combat with Wenglox, his swings will freeze you. Those with low cold resistance will feel the effects longer. It is entirely possible that your attacks will be slowed to the point that you cannot complete a swing before Wenglox can strike you.



It's better to exploit the creature's slow movement and attack him from a distance, rather than battle him toe to toe. Once you get far enough away he'll stop to cast an ice bolt. Attack him as soon as he stops. Trust us—his ice bolts hurt far less than his claws!



Once you've finished the beast, pick up the shard from its corpse and you're notified that the bubonians have lost their power. It's time to avenge Eddin's people and complete Mithaniel Marr's quest.

TIP

Use the Portal outside of Wenglox's cave to teleport to the Caves of Mount Grenidor.

Return to the Caves of Mount Grenidor and wipe out every bubonian inhabitant. Stripped of their power, they are extremely weak. However, use caution when confronting several at a time as they can wear you down. As always, hunt down the shamans first.



NOTE

Refer to the map of the Caves of Mount Grenidor that appears earlier in the chapter. Note the chest locations so you don't miss any on your quest to clear out the bubonians.



Once all bubonians are destroyed, use a Gate Scroll to return to the hub and then use the Planar Gateway to visit the Plane of Valor and speak to Mithaniel Marr.

NOTE

Refer back to the Plane of Valor chapter for the continuation of the walkthrough.



NORRATH (FAYDARK)

To reach the Plane of Nightmares, you must first travel to Faydark Forest. Those on the good path must aid the wood elves of Kelethin in defense of their city and then travel to the forest floor and destroy eight spirit anchors. Those on the evil path must assist the crushbone orcs against the forces of Kelethin and then activate the eight spirit anchors.

Kelethin (Good)

An evil force has made its way into this once beautiful forest and made it a most unwelcome place. Brutal, merciless, and extremely bloodthirsty packs of orcs will ambush any with the intent to kill.

Quests:
Destroy the Spirit Anchors (Good)

Enemies:
Orcs

Portal:
Yes

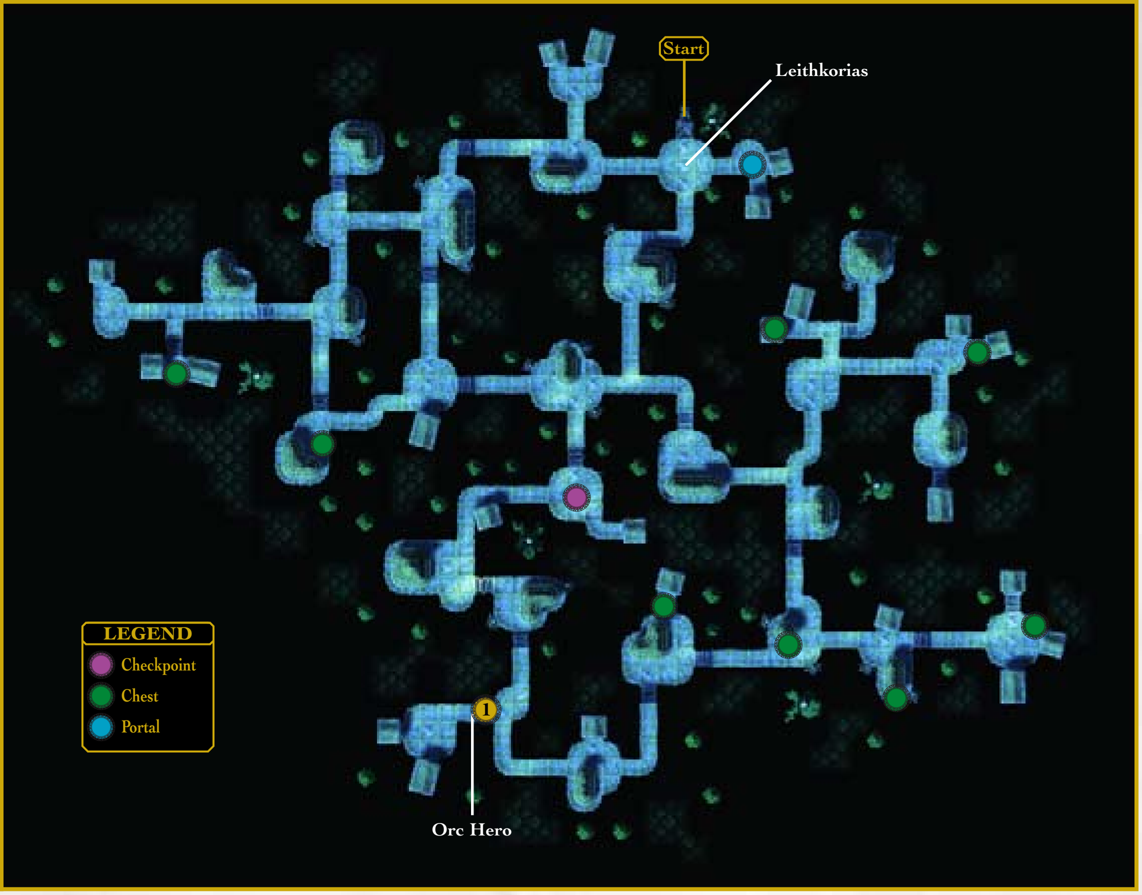
Chests:



Breakables:



Baskets



Your first task once you reach the elevated wood-elf city of Kelethin is to aid the elves in destroying the orcs that have invaded their home. Once all the orcs are defeated, you'll gain access to the forest floor to destroy the spirit anchors.

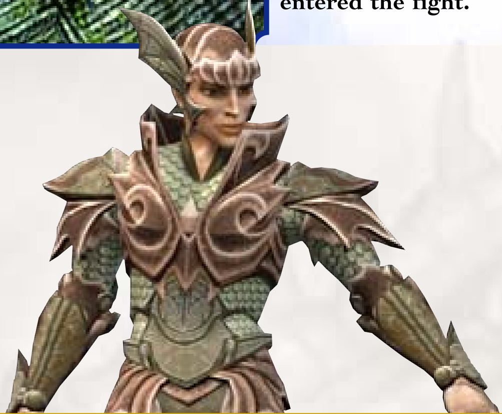
Destroy the Spirit Anchors (Good):
Destroy the eight spirit anchors in Faydark Forest to eliminate the gateway disturbance.



Upon entering Kelethin, speak to Leithkorias; he enlists your aid in the defense of his city. You must destroy all of the orcs running rampant throughout the level.



Orcs are everywhere, and they are dangerous in groups. Strike fast while the orcs are engaged in combat with the elves and you'll cut through them before they realize you've entered the fight.





The orc hero can be found in the area marked (1) on your map. Don't just rush in and try to out hit him. Be patient, block his attacks, and strike back. Ranged attackers can strike and then retreat to a safe location when he chases them.



Once you clear all the orcs, return to Leithkorias and he gives you his thanks and allows you access to the forest floor.

Faydark Forest (Good)

Quests:
Destroy the Spirit Anchors (Good, Continued)

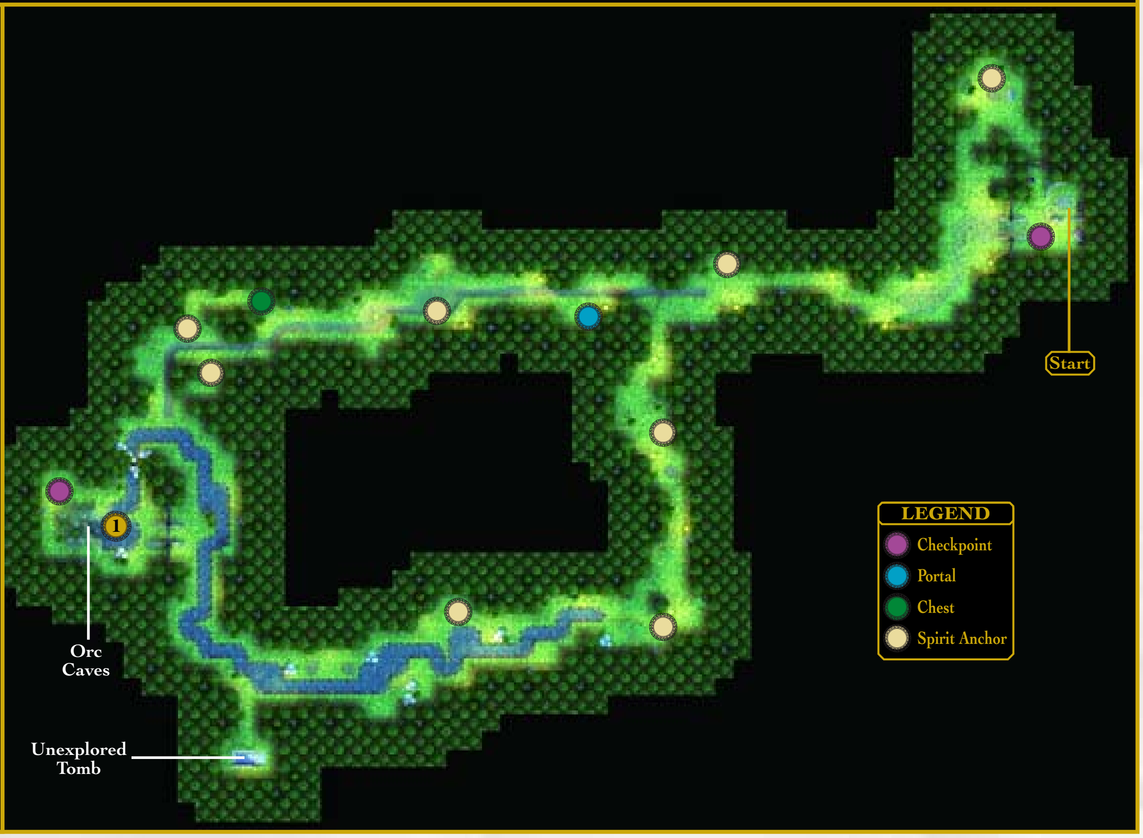
Enemies:
Orcs

Portal:
Yes

Breakables:
None

Chests:





With Kelethin safe, you are free to join the battle within Faydark Forest. Your task is to destroy the eight spirit anchors scattered throughout the map.



Once again those mischievous orcs are the cause of your problems. Use the same strategy as before. Attack them while they are engaged with the elves.



This is a spirit anchor. Destroy it and all like it.

Once you destroy all eight spirit anchors, you can return to Firiona and continue to the Plane of Nightmares. Or, you can help the elves exact revenge on the orcs by joining the attack on the orc caves. The caves are marked (1) on your map.



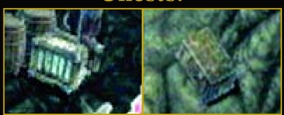
Orc Caves (Good)

Quests: None

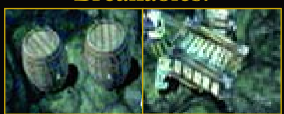
Enemies: Orcs

Portal: Yes

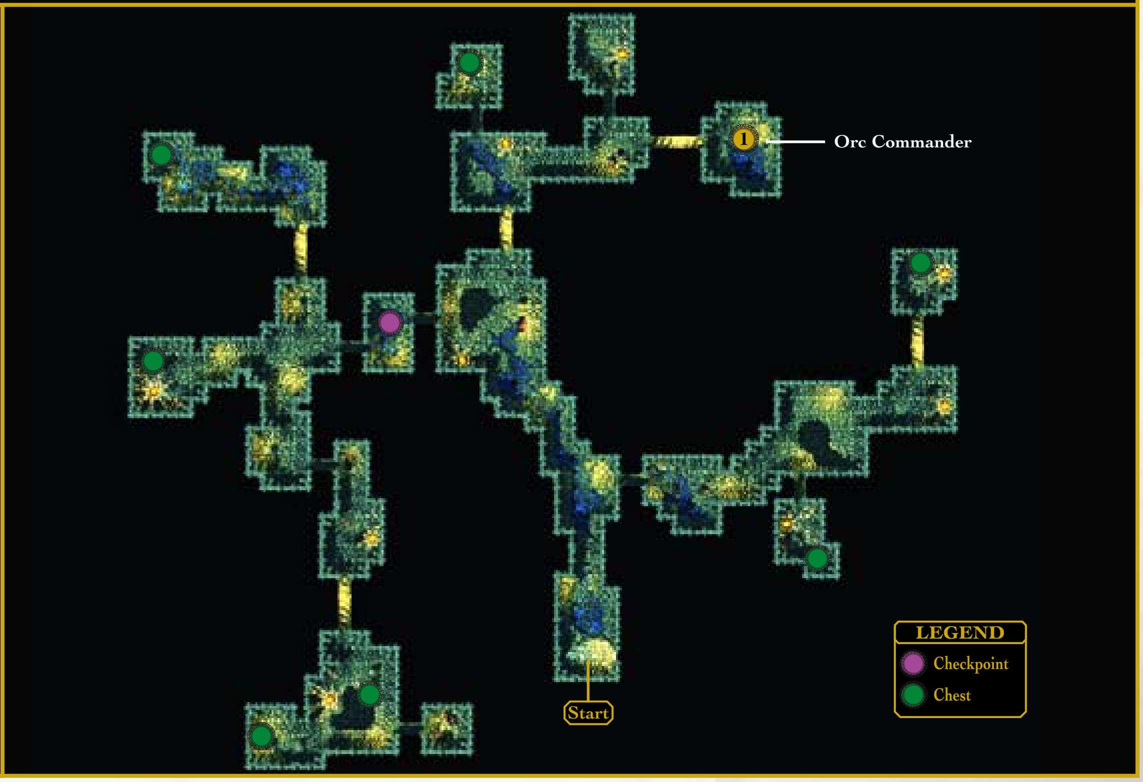
Chests:



Breakables:



Barrels Crates



It's time to take the fight to the orcs and rid the forest of their foul presence once and for all. Although this isn't a required level, you can find money, experience, and the means to access yet another bonus dungeon.



By now, fighting the orcs should be second nature to you. Go for shamans first and hit them when they are occupied with the elves.

Somewhere, within a breakable, you'll find the archaeologist's shovel. The shovel allows you to enter the Unexplored Tomb, which is located off the beaten path in Faydark Forest.



NOTE

Those wishing to complete the optional Bloodstone quest must clear out the Unexplored Tomb and find the Bloodstone of Faydark.



The orc commander is in the room marked (1) on your map. He is heavily armored, which slows him down. Lure him out of the room into the narrow corridor and lay into him with ranged weapons or spells.

NOTE

Once you've cleared out the caves of vermin and valuables, you can return to Firiona or venture into the Unexplored Tomb.

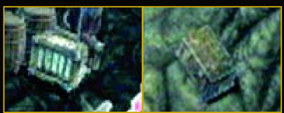
Orc Caves (Evil)

Quests: None

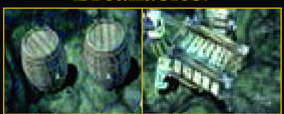
Enemies: Wood Elves

Portal: Yes

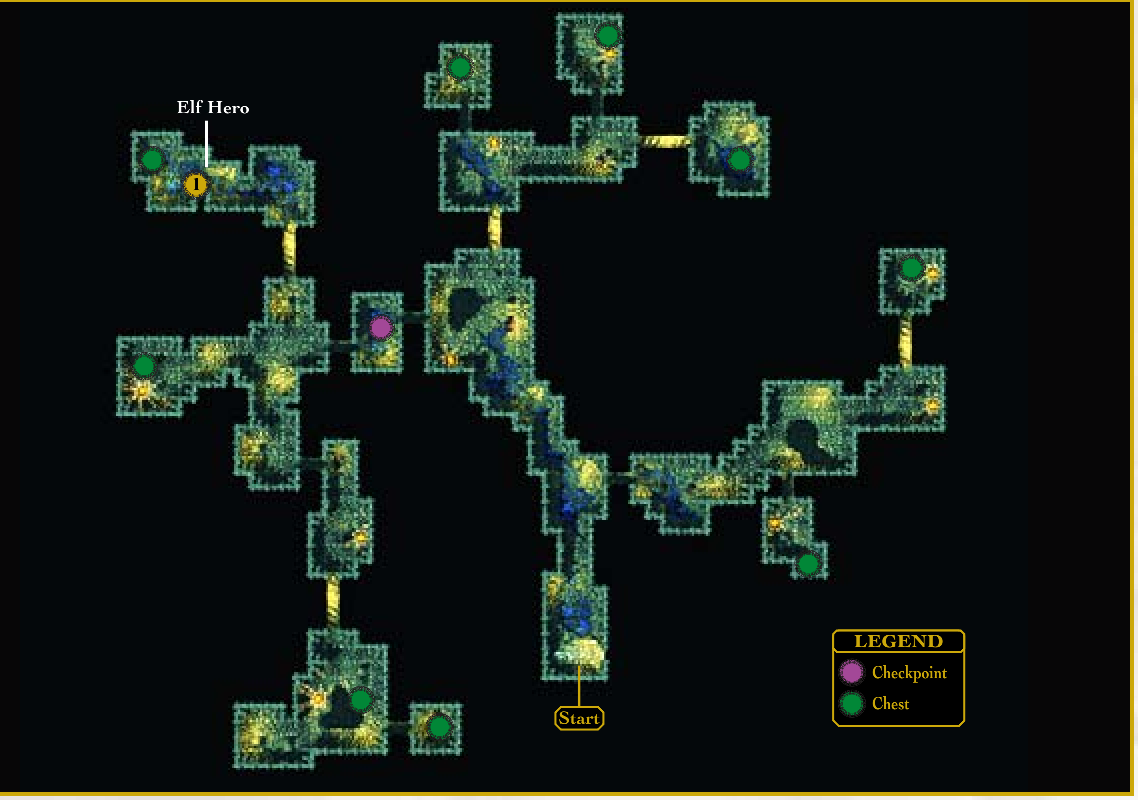
Chests:



Breakables:



Barrels Crates



Evil players begin within the orc caves, where they must aid the orcs in dispatching the invading wood elves.



Speak to the orc commander and he enlists you to clear the caves of invading elves.

The elves shouldn't pose a problem to adventurers, especially since their attention is usually on the orcs. The elven archers aren't very accurate, and elven melee fighters are weak. Take them out in your style of choice.





The elf hero awaits in the area marked with a 1. Block his simple attacks and strike back between his swings. As long as you isolate him from his allies, you have no problem winning this fight.



After all elves are cleared, the commander sounds the charge to take Faydark Forest from the elves.

Faydark Forest (Evil)

Quests:
Activate the Spirit Anchors (Evil, Continued)

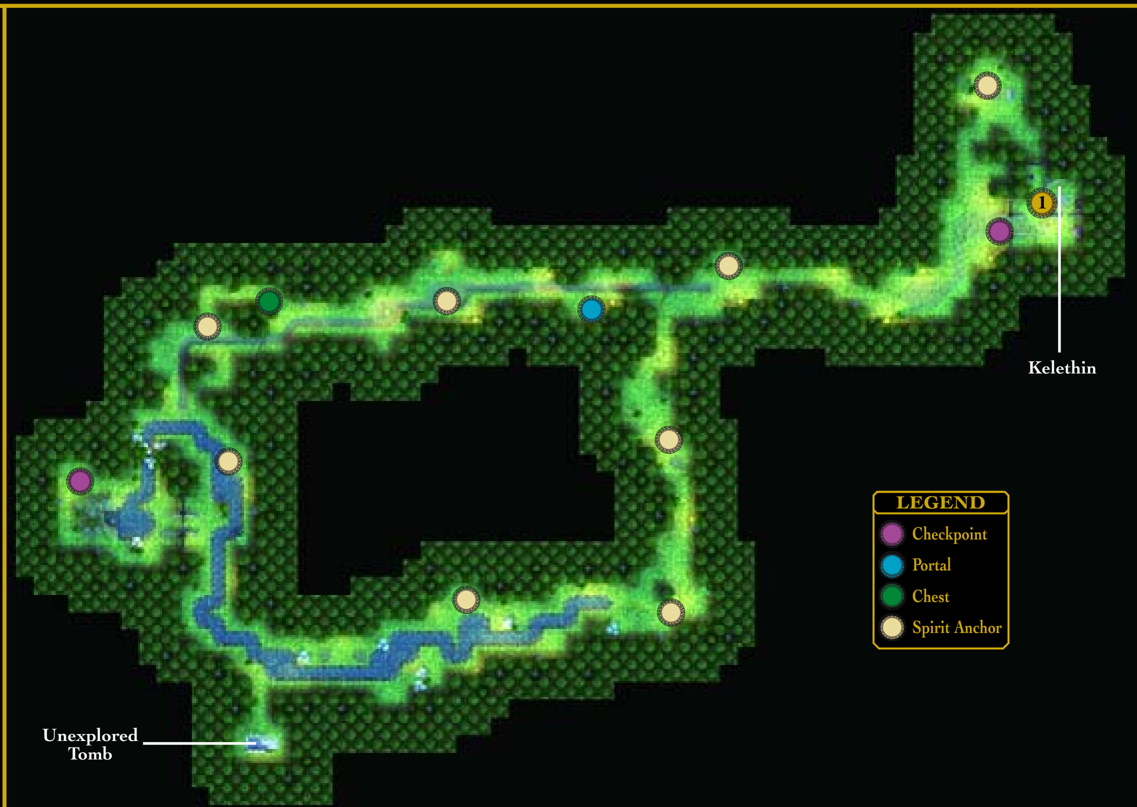
Enemies:
Wood Elves

Portal:
Yes

Breakables:
None

Chests:





The fight continues on the forest floor, where you must activate the eight spirit anchors and aid the orcs in pushing back the elves.



Activate all eight spirit anchors to accomplish your goal. Once they are all activated, return to Natasla.



The elevator to Kelethin is marked with a (1) on your map, should you choose to finish off the rest of the elves.

Kelethin (Evil)

Quests:
None

Enemies:
Wood Elves

Portal:
Yes

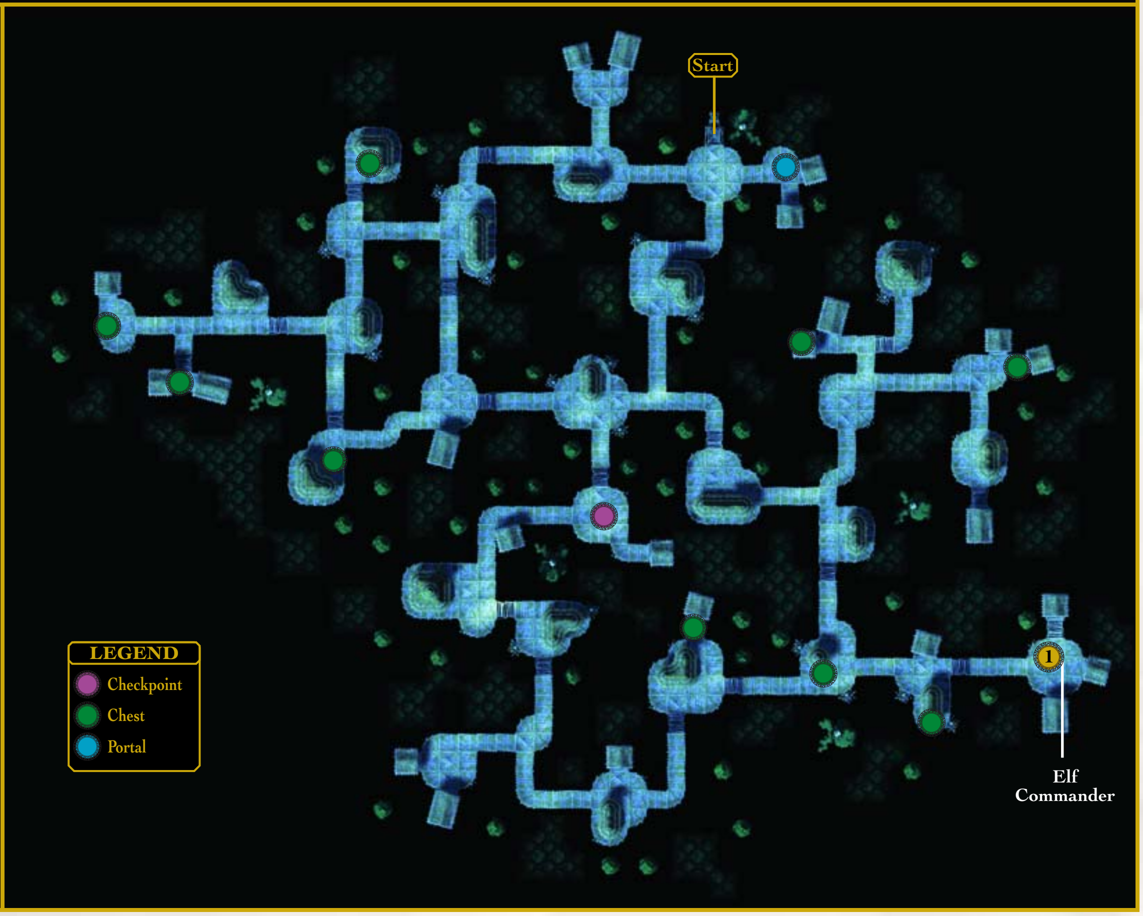
Chests:



Breakables:



Baskets



Slaughter the wood elves in their home city and earn some experience and gold in the process.



Inside one of the barrels and baskets is the archaeologist's shovel. Once you have that, you can enter the Unexplored Tomb, which is within Faydark Forest.

NOTE

The Bloodstone of Faydark is behind a locked door in the Unexplored Tomb. You must retrieve The Words of Spiritual Harmony scroll from the Plane of Nightmares to open the door and retrieve the Bloodstone.

The elf commander is in the area marked (1). The elf commander won't be much more of a bother than the elf hero you faced in the orc caves. Block his slow attacks and strike back between swings. The only danger comes from the archers who back him up. Pay heed to their arrows or you'll be restarting at the checkpoint.



NOTE

You get no additional reward for taking out the elves, so use the Portal or a Gate Scroll to return to Natasla when you are ready. Or, if you wish, you can check out the Unexplored Tomb on the forest floor. You can't venture through the entire dungeon yet, but a good portion is open for exploration.

Unexplored Tomb (Good and Evil)

Quests:
None

Enemies:
Mummies, War Wraiths, Ghouls

Portal:
Yes

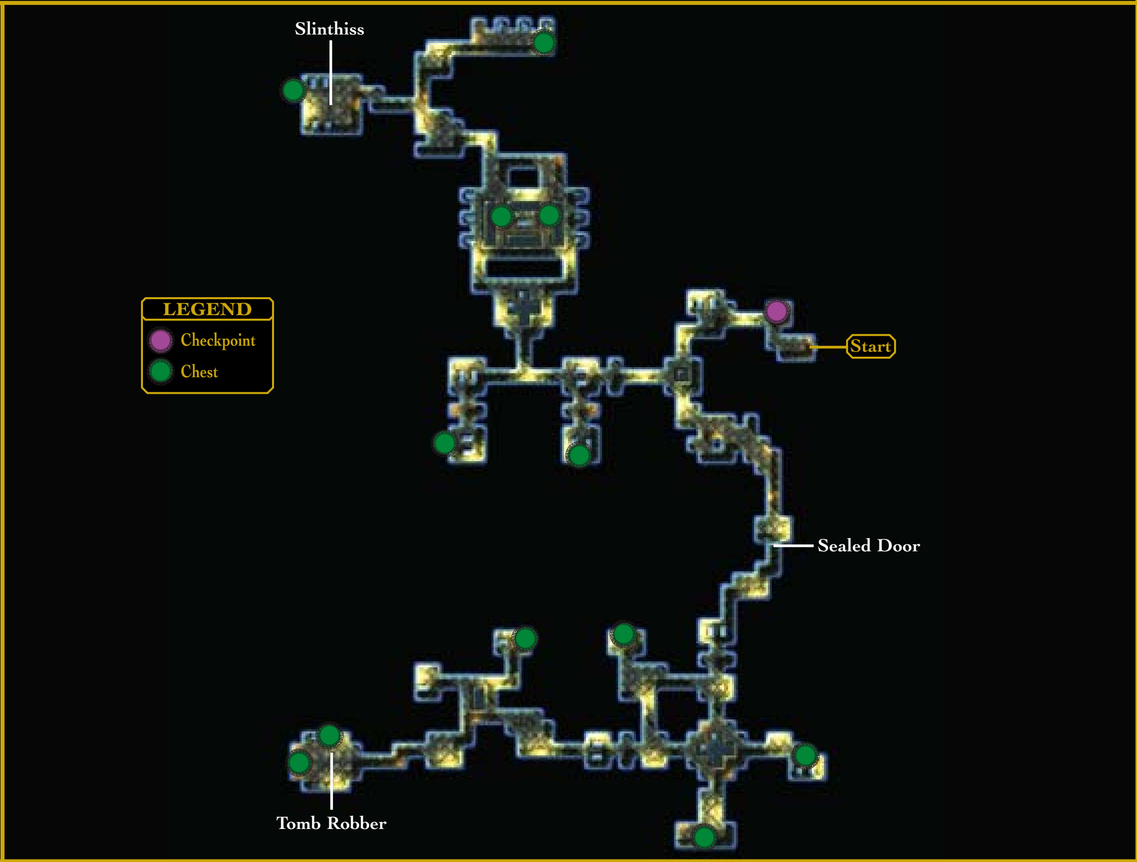
Chests:



Breakables:



Urns



The Unexplored Tomb is near the orc caves in Faydark Forest. To enter, you need the archaeologist's shovel in your inventory. The shovel is located in Kelethin if you are on the evil path, or in the orc caves if you are on the good path. Further, you must have retrieved The Words of Spiritual Harmony from the Plane of Nightmares to progress past the sealed door and retrieve the Bloodstone of Faydark.



The ghouls that inhabit the caves have damaging melee attacks that will finish the unprepared. Don't take them lightly, especially when they attack in numbers.



Defeat the war wraiths before they get close. Their touch attack is painful if not blocked.



The mummies are fairly easy to dispatch. Beware the shamans, however; their magic spells come in many types, and if you have little or no resistance, you'll feel the damage.



Deep in the unsealed portion of the tomb waits Slinthiss, the mother of all war wraiths. Its attacks are similar to those of its smaller counterparts. Block its scythe and return fire. If its touch attack is a problem, retreat a bit and hit it from a distance.



The Words of Spiritual Harmony scroll that you picked up in the Plane of Nightmares opens this door and allows you to venture deeper into the tomb.



The Tomb Robber with his magically imbued weapons can be a handful. Add to the mix the group of mummies that fight with him and you had better use some caution when confronting him. Ranged weapons and spells work best, but melee fighters can block his attacks; just beware of the damage over time caused by his magical weapon.

NOTE

Don't leave the Tomb Robber's crypt without finding the Bloodstone of Faydark.

PLANE OF NIGHTMARES

Both good and evil players are sent to the Plane of Nightmares to face the vampire lord Vanarhost and recover the shard of Innoruuk that he possesses.

Plane of Nightmares (Good and Evil)

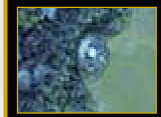
Great gnarly trees with foul twisted visages formed in the patterns of the bark compose much of this dark and eerie woodlands. The entire forest, like the maddening nightmares sent by the plane's horrific mistress, is unpredictable and unquenchable in its hunger.

Quests:
Confront Nightmares (Good and Evil)

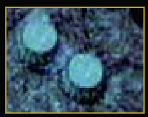
Enemies:
Creeps, Kobolds, Minotaurs, Gremlins

Portal:
Yes

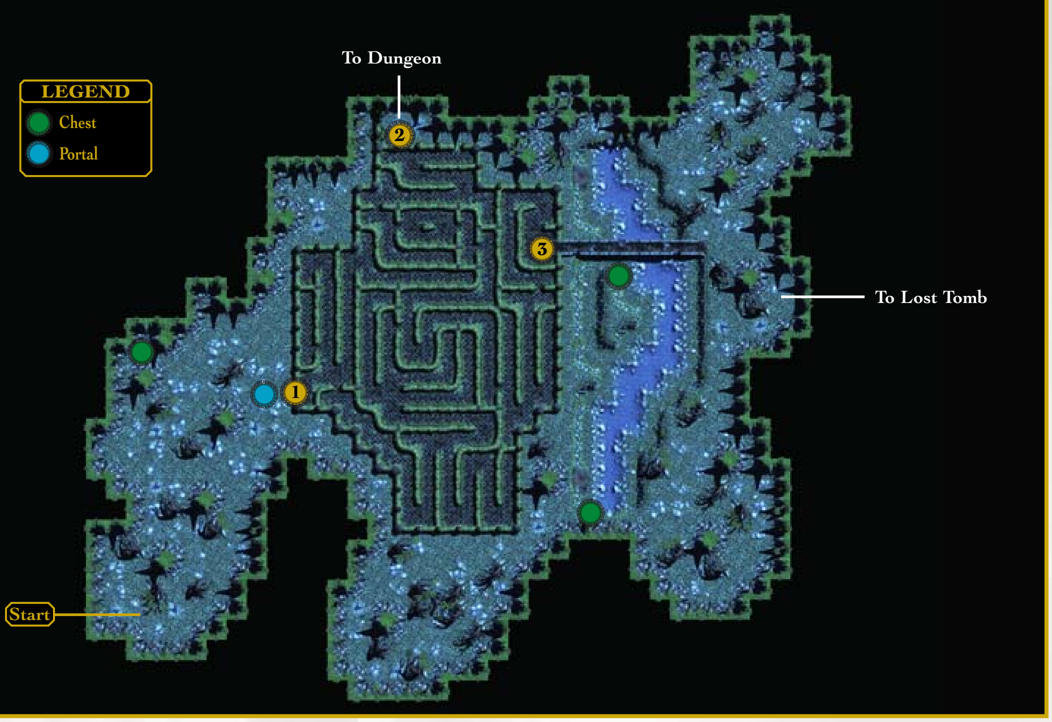
Chests:



Breakables:



Barrels



The creeps that call this forsaken place their home find solace in the shadows. Their deadly scythes glint in the moonlight, awaiting any foolish visitor who passes by. A hedgerow maze is the centerpiece of this morbid landscape, its twists and turns roamed by devious gremlins intent on stopping any who wish to enter the two dungeons found here.

Confront Nightmares (Both):
Find the shard that has been lost in the Plane of Nightmares.



Creeps leap from the pockets of darkness beneath the trees when you approach. Take the offensive and cut them down before they can swing their weapons.

NOTE

The breakables within the Plane of Nightmares contain The Words of Spiritual Harmony. This scroll will open the locked door within the Unexplored Tomb. The Unexplored Tomb can be found in Norrath, within the Faydark Forest.



The area marked (1) on the map points out the entrance to the maze. Navigate it to one of two exits. Beware the gremlins that guard the labyrinth; their arrows sting and they've learned how to shoot over the hedgerows.

TIP

There are no checkpoints within the Plane of Nightmares. However, using the Portal or a Gate Scroll acts as a checkpoint. If you die, you'll restart where you last entered the plane.



The entrance to the Dungeon lies just through the maze exit marked (2) on the map.

The maze exit that leads to the bridge is the only way to access the Lost Tomb, an optional quest. Use caution when crossing the bridge because a minotaur guards the other side.



Dungeon (Good and Evil)

Quests:
Confront Nightmares (Good and Evil, Continued)

Enemies:
Creeps, Drachnids, War Wraiths, Gremlins

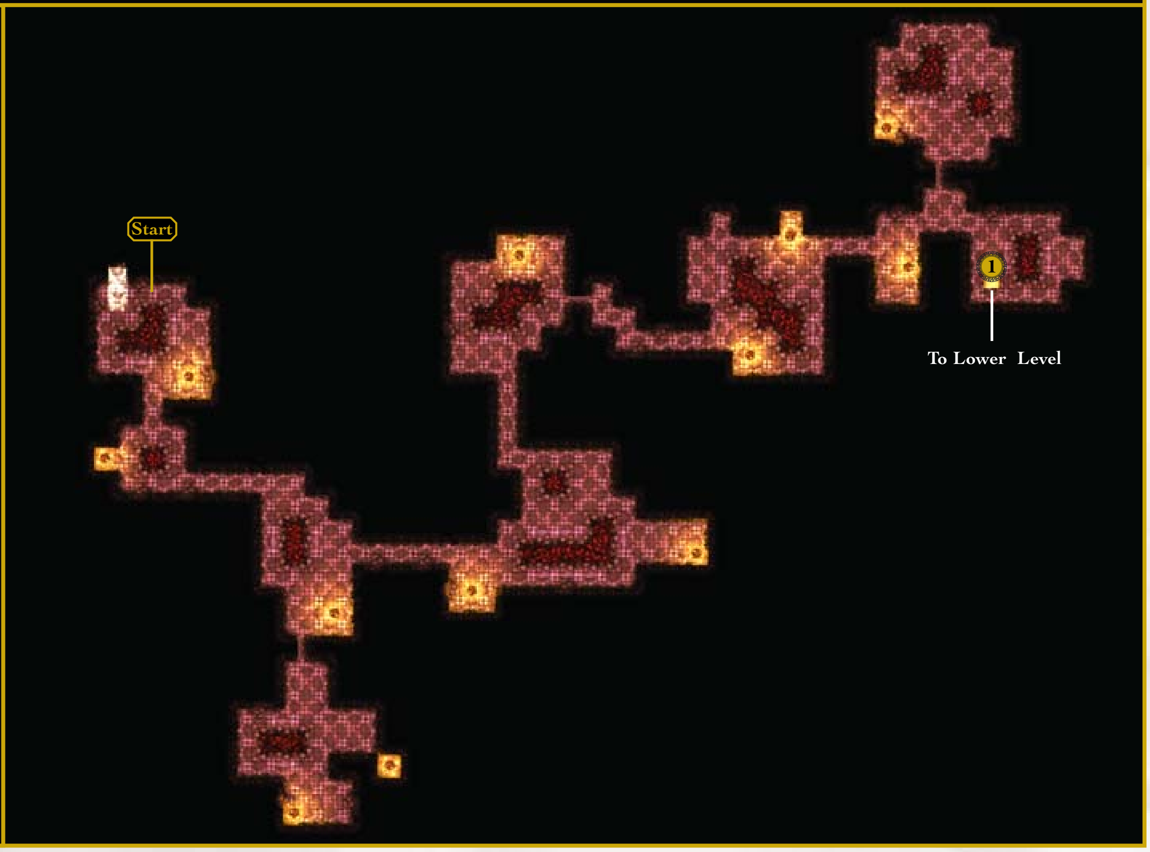
Portal:
No

Chests:
None

Breakables:



Ashen Remains



You must fight your way through the Dungeon and Lower Dungeon to reach the Bloodless Tomb, where you will confront the vampire Vanarhost. Beware the beasts that lurk within these darkened corridors—there are no checkpoints from which to restart.



Take the war wraiths out from a distance to avoid their damaging touch attack.



Lure the gremlins into following you by showing yourself, then ducking around a corner. Hit them before they can fire a shot.

The entrance to the lower level is in the area marked (1) on the map.



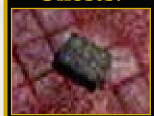
Lower Dungeon (Good and Evil)

Quests:
Confront Nightmares (Good and Evil, Continued)

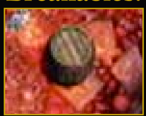
Enemies:
Gremlins

Portal:
No

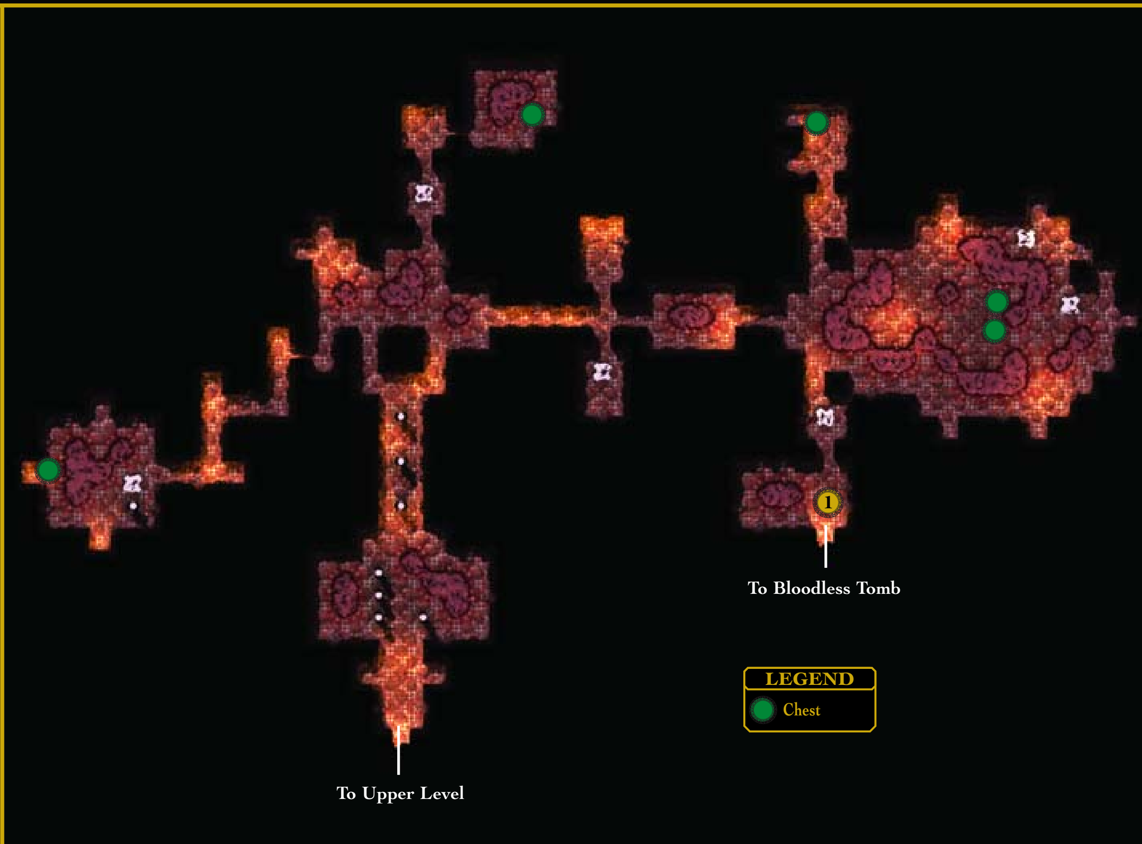
Chests:



Breakables:



Barrels



You've reached the Lower Dungeon. Get through alive and you're at the entrance to the Bloodless Tomb, where a shard of Innoruuk waits to be claimed from a singularly evil immortal.





Gremlins are the sole inhabitants of this level. Fortunately, there are many pillars and corners to take cover behind. As before, show yourself, then duck behind cover and the gremlins will follow. Careful and patient adventurers can clear out this dungeon without sustaining so much as a scratch.

The entrance to the Bloodless Tomb is marked ①. Head there directly or clear out the gremlins for some experience. The chests scattered throughout the level are worth looting as they yield a lot of gold.



TIP

Now is a good time to use a Gate Scroll and stock up on potions and equipment.

Bloodless Tomb (Good and Evil)

Quests:
Confront Nightmares (Good and Evil, Continued)
Enemies: Gremlins
Boss: Vanarhost
Portal: Yes
Chests: None
Breakables: None

The vampire Vanarhost greets you as you enter the Bloodless Tomb. After an extensive monologue describing his fall and subsequent imprisonment in the Plane of Nightmares, he proceeds to get nasty, then makes a bid for your head. Instead of dreaming of revenge for so long, he should have brushed up on his fighting skills.

Boss Battle: Vanarhost

Type	HP	AC	Damage	Attack	XP
Vanarhost	24	1.4	3	4.2	10.5



Remain at the top of the stairs and let Vanarhost come to you. If you step into the arena, gremlins will pelt you with arrows from the outskirts.

Vanarhost engulfs you in a chilling embrace. Keep your guard up and it will do no damage. Once he releases his grip, take a few shots. Begin blocking after he disappears and repeat the process.



After taking a significant amount of damage, Vanarhost unsheathes a sword. Block his combinations and strike back. If he starts blocking, tap L1 while blocking to create some space. He'll start swinging eventually.



Boss Battle: Vanarhost (cont'd)

NOTE

While Vanarhost has his sword raised, he cannot be targeted by spells.

TIP

Clerics with undead-specific spells will deal a lot of damage against the vampire lord.

Boss Battle: Vanarhost (cont'd)



Once you've slain Vanarhost, pick up the shard and use the Portal to return to the hub. Or, transport to the Plane of Nightmares and venture to the optional Lost Tomb.

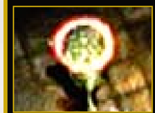
Lost Tomb (Good and Evil)

Quests:
None

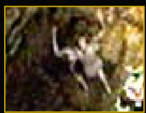
Enemies:
Avatars of Agony, Gnaws

Portal:
No

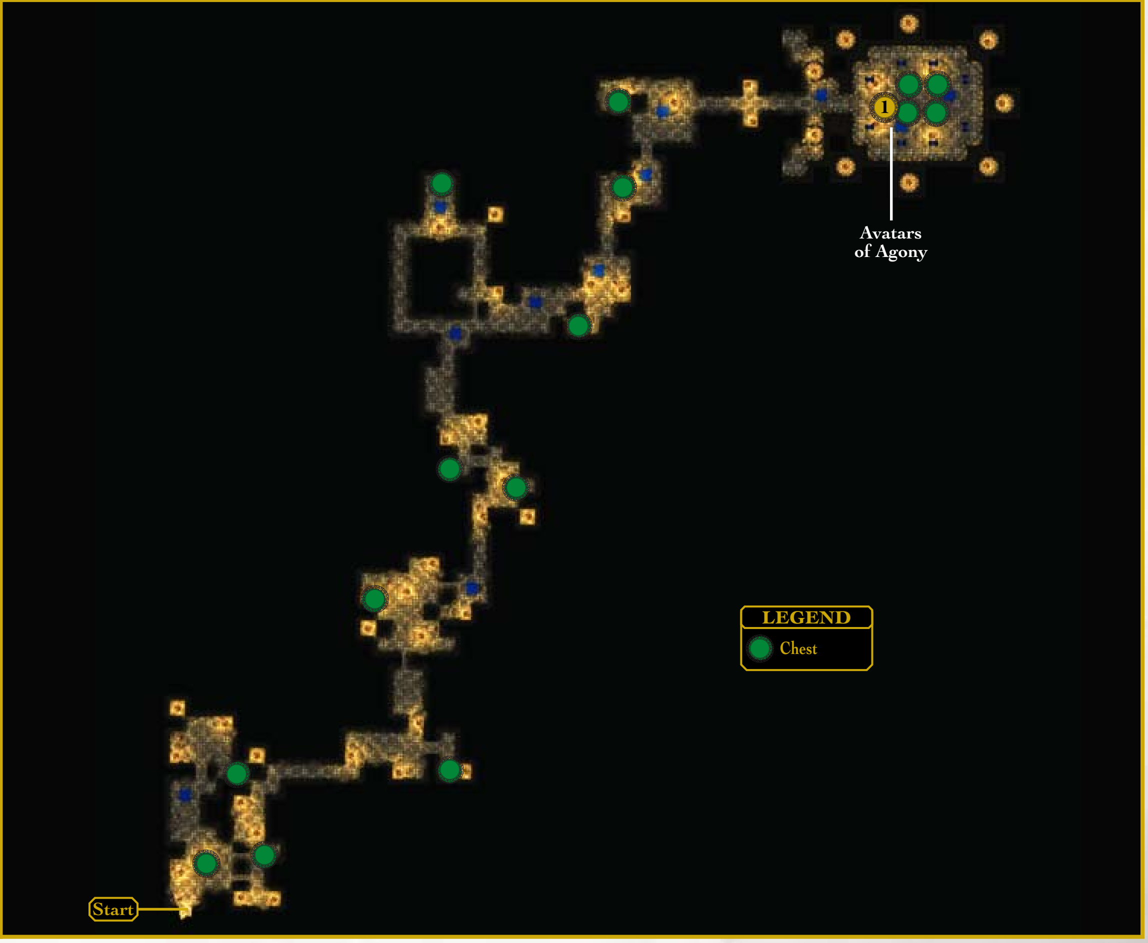
Chests:



Breakables:



Ashen Remains



This is a completely optional level. Intrepid adventurers should visit here for the treasure and the experience.



The chests in this dungeon are magically sealed. Only killing the avatars of agony will open the chests.



Gnaws attack you right from the start and until you reach the avatars. They are a nuisance in small numbers, but if several surround you they can be deadly. Area-of-effect spells work great against them.

The four avatars of agony are in the area marked (1) on the map. They are extremely tough opponents one on one, but in a group they are devastating. Abilities that stun opponents, that return life when damage is dealt, or that affect multiple enemies are your best allies here.



TIP

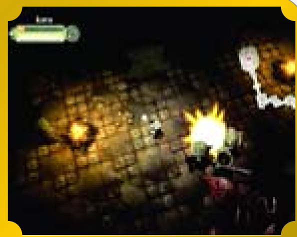
Use a Gate Scroll before venturing into the final chamber to take on the avatars. If you die, you'll restart where you returned.



Defeating the four avatars unseals the chests. Open them all on your way back to the entrance, but beware; avatars now roam the corridors.

CAUTION

One of the four chests in the avatar room is trapped. Open it and get away before it explodes.





FINAL BATTLES

Only one shard remains. One final opponent stands between you and your destiny. Ready your most potent abilities, equip your best weapons and armor, and stock up on potions. The battle ahead will be your toughest yet.

Plane of Fear (Good)

The Plane of Fear, home to the Faceless, is a place of extreme danger and terror to the mortal adventurer. Those who dare cross its barrier will find themselves subject to horror beyond their most vile and twisted nightmares.

Boss Battle: Cazic-Thule

Type	HP	AC	Damage	Attack	XP
Cazic-Thule	28	3	3.5	6	15



Behold Cazic-Thule, Lord of Fear. Destroy him and Innoruuk's resurrection will be thwarted. He is strong, but slow.





Cazic-Thule summons two skeletons to aid him in battle. Destroy them and he'll immediately summon two more. He is vulnerable while he is summoning. Melee fighters should approach him and take a few shots. Ranged fighters should attack from afar.





The Lord of Fear is a competent spell caster with great command over the elements. Equip items that add to fire

Boss Battle: Cazic-Thule (cont'd)

and cold resistance. When Cazic-Thule glows, he is in caster mode. Dodge his ranged attacks and strike from a distance.

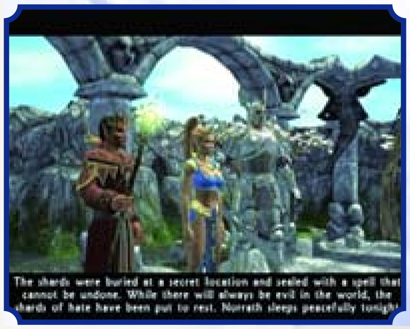




When Cazic-Thule sheds his magical aura, he's ready to deliver some damage up close and personal. It's too bad for him that he telegraphs his slow but powerful swings. If he gets too close, quickly change direction and force him to swing. Step out of his claw's range, then step back in and deliver a quick blow. Repeat that pattern until the Lord of Fear is defeated.



Pick up the Shard of Fear and enter the Planar Gateway.



Congratulations; the Shards of Hate have been put to rest. Your work here is done.



Plane of Tranquility (Evil)

Perched atop the material and astral worlds, this plane is a place of wonder, mystery, and challenge. The elders here have channeled their power to deeper and unexplored planes.

Boss Battle: Mithaniel Marr

Type	HP	AC	Damage	Attack	XP
Mithaniel Marr	17	5	3	2	15



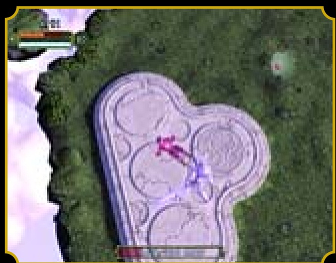
Behold Mithaniel Marr, beacon and servant of light. You are beyond redemption is this world, so he aims to send you to the next. You've not come this far to be bested by an arrogant knight in polished armor.





Mithaniel Marr uses his speed to neutralize your ranged attacks. If you get too far away he can perform an unblockable magic attack or leap through the air and stab you with his long sword.





Stick close and counterattack between the paladin's slashes. Don't get backed into a corner, though, or he will knock you down when his sword glows white. If you fall too close to him, you'll take massive damage from his subsequent swings.

Boss Battle: Mithaniel Marr (cont'd)





If all else fails, use the Planar Gateway to your advantage. Circle around it, pausing only to perform a quick ranged attack.



Once the paladin is destroyed, pick up the final shard and enter the Planar Gateway.



Thanks to you, Innoruuk has reclaimed his throne and once again rules as the Prince of Hate. Your name is now legendary in its infamy.

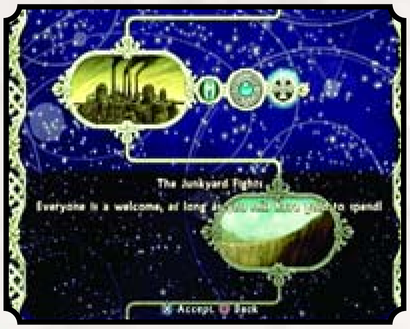
MEDAL ROUNDS AND BONUS LEVELS



Once you complete a plane, you can revisit it using the Planar Gateway and then select the medal round by pressing ← or →. Complete the medal rounds to earn these rewards:

- Earning the Lower Crest unlocks a new online or PvP map.
- Earning the Upper Crest adds points to your character's attributes.
- Earning the Champions' Medallion unlocks a bonus level.

> **NOTE**
>
> **Don't settle for anything less than the Champions' Medallion in each medal round. The following sections help you earn all nine.**



Enter unlocked bonus levels by selecting the cross-shaped icon.

> **NOTE**
>
> **A Bloodstone is hidden in each bonus mission. Collect them all, plus the two from the Norath levels, to enter the second Plane of Nightmares bonus level and to complete the Sword in the Stone quest.**

Plane of War

Medal Round: Blood Bath

Task: Defeat the four horsemen with as few potions as possible. Use four potions or fewer to receive the Champions' Medallion.

Enemies: Riders

Rewards: Champions' Medallion, Access to Warboar Caves, 1 Point to Stamina, 1 Point to Strength, 1 Skill Point, Access to Online Map Alleys of Blood

Once you enter the arena, you confront the first of the horsemen. To defeat the riders, you must first knock them from their horses. The strategy for defeating each of the horses and their riders is very similar.

Horseman Stats

Type	HP	AC	Damage	Attack	XP
Horseman	24	1.4	2	4	10



The horses will charge you and knock you down. To negate their charge attacks, fight in close.



Once you're up close, the horse rears in an attempt to kick you with its front legs. Move to its flanks and attack once it returns to all fours. Repeat several times and the horse will throw its mount.





The horsemen have individual attacks. War casts an easily avoidable, area-of-effect firestorm. Death summons a skeleton ally that is faster, but much weaker, than its master. Disease casts a projectile that, even if blocked, causes a small amount of damage over time. Pestilence casts a damage-over-time projectile that tracks its target.

NOTE

Those on the evil path will quickly recognize the four horsemen's battle strategies and attacks. They are very similar to those of the undead knights in Drundar Arena.



Ranged fighters can take advantage of the horsemen's slow movement speed and strike from a distance. Casters will have an easy time because mana potions don't count toward the four-potion limit.

TIP

Only health potions count toward your four-potion limit. Feel free to use as many mana potions as necessary.



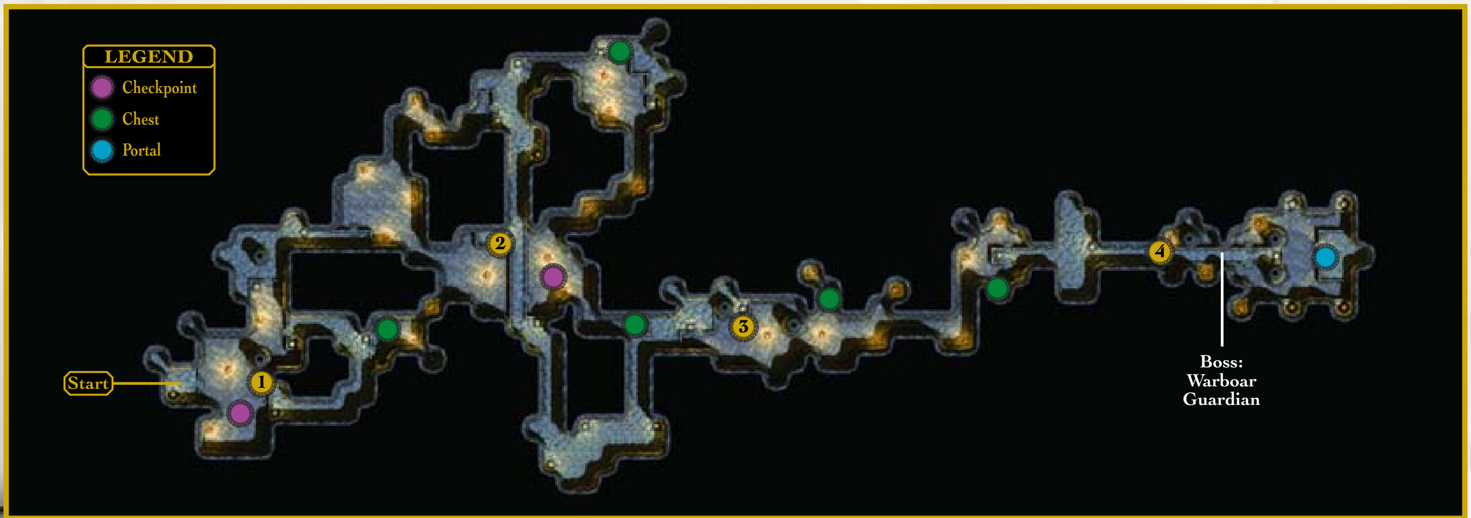


Up close, each horseman follows the same pattern. First, he unleashes a combination of fast melee attacks. Then, if you are close enough, he performs a shield bash to knock you down. Block the combos, get in a quick hit, and then resume blocking, and tap L1 to step out of range of his shields.

Once all four horsemen are defeated, the Warboar Caves and the Warboar Guardian await!

Bonus Level: Warboar Caves

Make your way through the caves and defeat the Warboar Guardian.



Enemies: Warboars, Kobolds, Warboar Guardian



You begin here. Note that saving isn't allowed within bonus missions.



If you decide to jump down through the crack in the wall pictured here, you can't climb back up. You'll have to backtrack through the caves.



This room is full of kobolds and warboars. If necessary, retreat to the top of the stairs you just descended and take them on one at a time.

Boss Battle: Warboar Guardian



You'll meet the Warboar Guardian at the end of the bridge. His movement is slow, so ranged fighters can get in several attacks before he reaches melee range.

Boss Battle: Warboar Guardian (cont'd)



Melee fighters should be cautious. The first slash of his combo knocks down your guard. Subsequent slashes connect. Be aggressive—his attacks are weak and he has relatively few hit points. If he knocks you back with his shield, answer with a couple of attacks of your own.



Return to the Plane of Fear or the Plane of Tranquility once the battle has ended.

Plane of Innovation

Medal Round: Tick Tock

Tasks: Stop all eight clockworks from reaching their steam chambers to receive the Champions' Medallion. Don't forget to use your map.

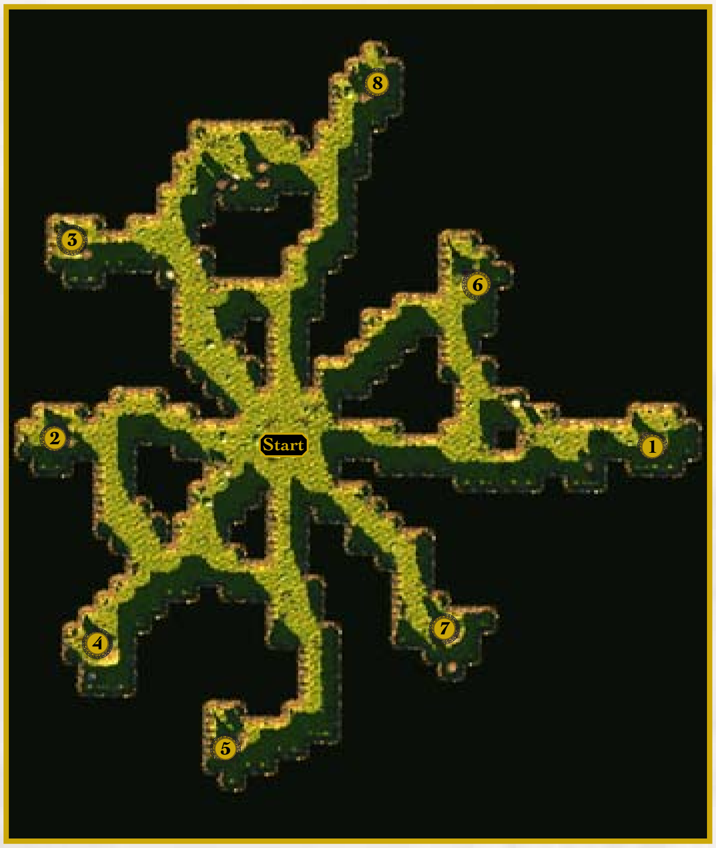
Enemies: Clockworks

Rewards: Champions' Medallion, Access to Duff's Junkyard Fights, 1 Point to Intelligence, 1 Point to Dexterity, 1 Skill Point, Access to Online Map The Junkyard

You begin in the middle of the map near eight clockworks. Each clockwork will make its way to a specific steam chamber. The steam chambers are labeled on the map in the order that they are reached.

TIP

For this level it pays to have the largest view of the map possible so you can track the clockworks. Tap R3 until the map appears in the center of the screen.





This area is a choke point where three clockworks converge before heading to steam chambers two, four, and eight. Pick them off one by one.



The clockworks heading to the third and sixth steam chambers meet up here, in the northern section of the map.



All the clockworks take indirect routes to their steam chambers except for this one. It heads directly to the first steam chamber, so take it out as quickly as possible.



Only the clockworks heading to chambers five and seven remain. Meet them in the common ground that leads to their respective chambers.

NOTE

If clockworks pose little problem for you, defeat as many as you can right away. However, it is imperative that you cut off the clockwork heading due east quickly.

Once all eight clockworks are destroyed, the bonus mission Duff's Junkyard Fights is unlocked.

Bonus Level: Duff's Junkyard Fights

Everyone is welcome, as long as you still have gold to spend.

The bonus level Duff's Junkyard Fights offers you a chance to bet on gladiatorial combatants. There are four divisions, comprising three fights each. Win most of your bets and you'll move on to the next division. Lose most of your bets and the division is repeated, giving you the chance to recoup your losses.

The combatants decide the winners of each matchup. Basically, the stronger ones win more often. Therefore, we can't provide you a sure thing, but we can let you know who is most likely to win based on the fights we witnessed.





Talk to Little Duff or Big Duff to place your bet; they represent the combatants.

Division 1





Combatants

- The Runnyeye Heroes
- Tar L'vynn
- Kreshthruk
- The Risen

There is no easy bet in the first division. The Runnyeye Heroes do well against most of their opponents, but they split their matches against Kreshthruk. Likewise, Kreshthruk can overcome Tar L'vynn, but he has problems with The Risen.

In Division 1, go with the odds and don't bet big. There are safer bets in the coming rounds.

Division 2





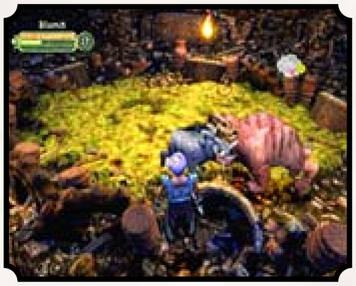
Combatants

- Bataar
- Model XXXVI
- Brothers of the Cauldron
- Undead Gladiators

The Undead Gladiators are the clear standout in this division, winning the majority of their fights against each opponent. They do have a problem with Model XXXVI, however, so bet small when they face each other.

Bataar is also a strong choice, but we suggest you never bet on Brothers of the Cauldron.

Division 3





Combatants

- The Pit Boar
- The Minions of Zek
- Growler
- The Dark Sisters

The Dark Sisters rule this division, losing only occasionally to The Pit Boar. Bet big on the Sisters in every match except against The Pit Boar.

Growler also faired well but seemed evenly matched against The Pit Boar.

Division 4





Combatants

- Grug Slimefist
- Shralzar
- Klay
- The Snaps Pack

Grug is the true champion of Division 4. He's a safe bet against any opponent. Klay is also a safe bet when he faces any opponent except the indomitable Grug.

NOTE

You can always return to the Junkyard to make some money, but once you reach Division 4, the other three divisions will not be playable.

TIP

The Bloodstone of Innovation can be found only during the Division 4 fights. Look for it on the perimeter of the arena.

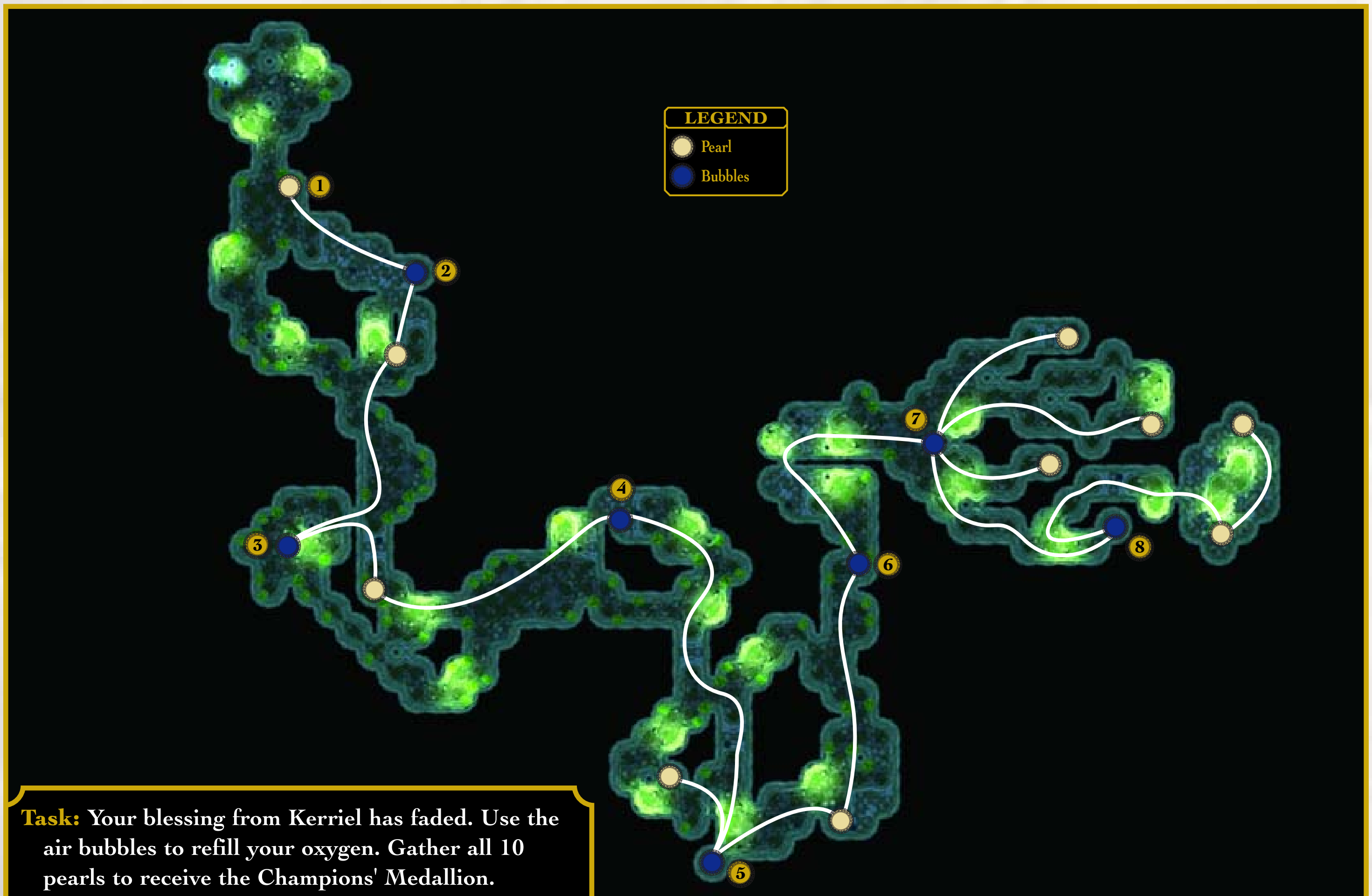


NOTE

The Pit of Ill Omen in Norrath offers no Champions' Medallion, bonus level, or online map. However, the Bloodstone of Isles can be found by killing all vampires that reside in the gothic castle.

Plane of Water

Medal Round: Depth Scurry



Task: Your blessing from Kerriel has faded. Use the air bubbles to refill your oxygen. Gather all 10 pearls to receive the Champions' Medallion.

Enemies: Skeletons

Rewards: Champions' Medallion, Access to 21 Leagues, 1 Point to Intelligence, 1 Point to Stamina, 1 Skill Point, Access to Online Map Reef's Edge

The labeled map we've provided will be your best ally when confronting this challenge. Your task: collect all 10 pearls from the oysters scattered throughout the level. The catch: you run out of air quickly, and air pockets are few and far between.



Inside this oyster is the first pearl. Grab it quickly and make your way to the first pocket of air.



Tap ■ to refill your air here. Don't wait around for your air to fill all the way up; it does so automatically. Take off to the next air pocket, making sure to grab the pearl along the way.



Through this opening is the next air pocket. Fill up and return through this same opening and head south. Pick up the third pearl and hightail it to the next air pocket.

NOTE

Don't stop or even pause to fight the skeletons or you'll drown before the next air pocket. Pause only long enough to grab the pearl along the way.



Fill up at this air pocket and head directly to the next air pocket at the southernmost portion of the map. Follow the line we've placed on the map or you won't make it.



Fill up here and get the fourth pearl in the small cavern to the northwest. Return here to refill your air before moving on. Head to the next air pocket, making sure to grab the fifth pearl as you pass it.

TIP

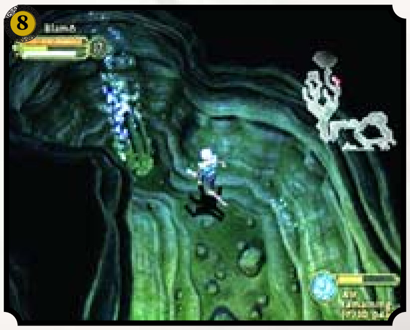
You can fill up at each air pocket as many times as you wish. Once you reach one, clear out the skeletons before continuing.



From these bubbles, it's a short run to the next air pocket.



There are three pearls to grab using this air pocket. Every time you grab a pearl, return to this air pocket to refill. The top and bottom tunnels are short, and you should make it back with air to spare. The middle branch is a bit longer. Head right at the fork and run directly to the pearl. Grab it and retrace your steps to the air pocket. Any deviation and you will drown.



You are home free once you reach these bubbles. Take a gulp of air and run into the last chamber. Grab a pearl at each end of the cavern and drown a happy adventurer.

NOTE

If the 10th pearl is in your inventory when you drown, you'll earn the Champions' Medallion.

Once you have all 10 pearls, it's on to the bonus level, 21 Leagues.

Bonus Level: 21 Leagues

You still have not regained the blessing, but you have gotten better at holding your breath.



Enemies: None

Grab what treasure you can before you run out of air.

Make sure you find the Bloodstone of Water if you want to complete the optional Bloodstone quest and the Sword and the Stone quest.



NOTE

If you wish, you can return here as many times as you like to snatch the rest of the loot. Once the chests are opened, though, they don't reset.

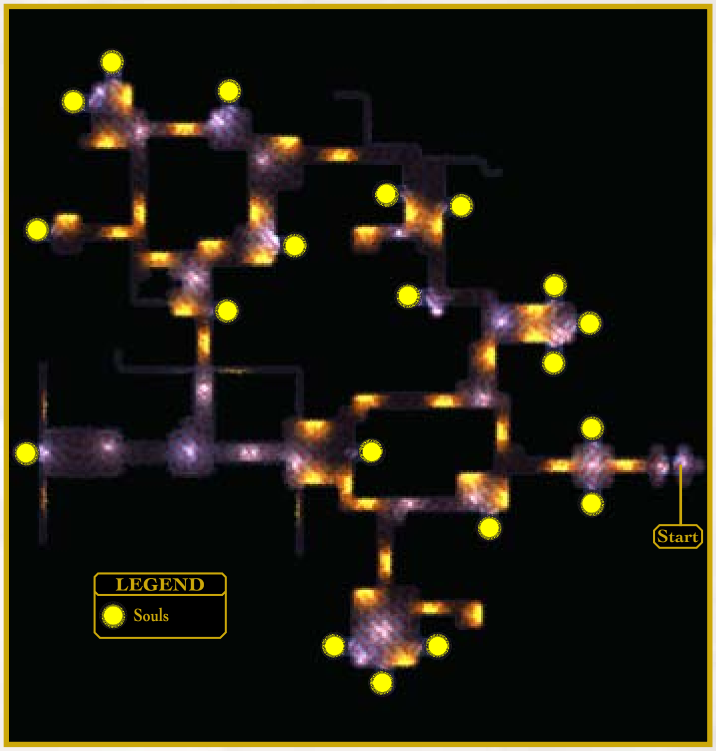
Plane of Torment

Medal Round: Soulbreak

Task: You have escaped from a prison cell and are lacking your equipment. Use your wits and surroundings to survive. Free all 20 souls in the Citadel of Pain to receive the Champions' Medallion.

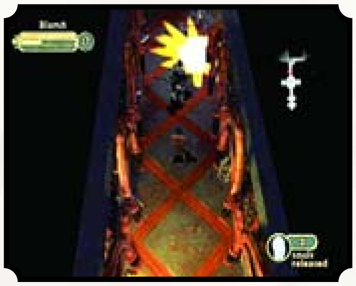
Enemies: Skeletons, Gnaws, Ogres

Rewards: Champions' Medallion, Access to Hell's Cells, 1 Point to Intelligence, 1 Point to Stamina, 1 Skill Point, Access to Online Map Platform of Torment



You must free 20 prisoners guarded by skeletons, gnaws, and ogres, and you don't have any equipment. No armor, no weapons, no potions, nothing but your bare hands. Fortunately, your enemies aren't too bright and there are many explosive barrels scattered throughout the level.





Lure skeletons into following you, then light the fuse on the barrels. If you time it right they'll be blown to pieces.

> **TIP**
>
> **Use the markings on the floor to help your timing. Light the fuse when your enemy is about two square-lengths away.**





It takes three or four point-blank explosions to bring down ogres. Whenever possible, set a trap in the corridor by lining up multiple barrels, then luring the ogres into them. If you space the barrels correctly, the ogre won't be able to get by and the barrels will explode in its face.



Skeleton archers can't shoot through barrels, so use the barrels as shields and light the fuses at their feet.





Gnaws appear when you are taking too long. Don't try luring them into a lit barrel; they are too fast. Instead, run in a tight circle, turn around, and punch at them. If you do it correctly you won't get bitten. Repeat four or five times and no more gnaws.

Bonus Level: Hell's Cells

Further your investigation into the prison in the Citadel of Pain.





The four cell wings are blocked by locked doors. You must find the four keys by defeating the gladiator guards.



Make sure you find the Bloodstone of Torment before leaving the prison.

NOTE

All of the cells (except for Sylea's) contain dark elves that will fight you when freed. If you don't want the experience, don't open their cells.



Sylea is in the cell marked (1) on the map. Free her with the twisted key you found within the Plane of Fire's bonus level. She asks you to retrieve the Bloodvine from the Gothic Castle. If you saved all eight gnomes from Gnome's Island then Babik will take you to the castle. Grab the Bloodvine and return it to Sylea for your reward.

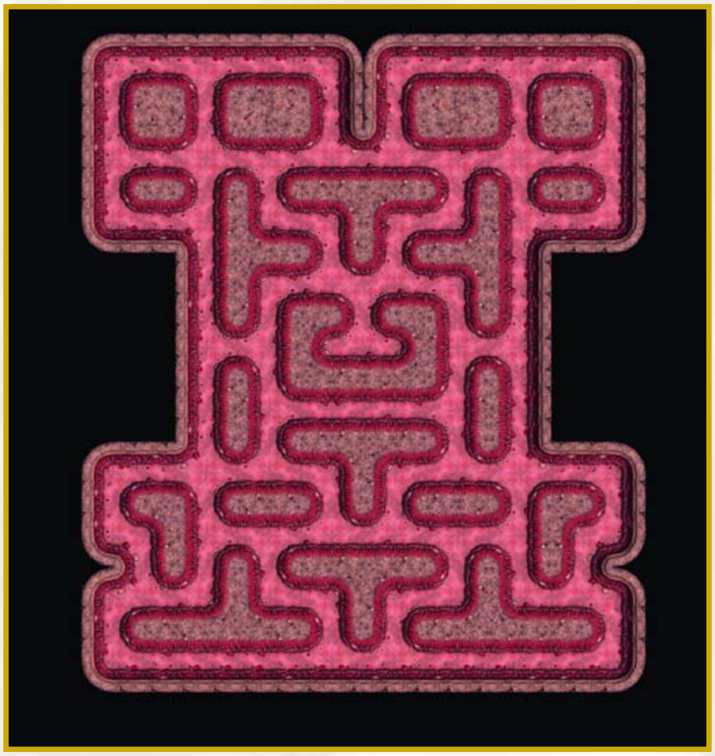
Plane of Disease

Medal Round: Frogville

Task: Squish all of the frogs to receive the Champions' Medallion. Beware of kobolds.

Enemies: Kobolds

Rewards: Champions' Medallion, Access to Crypts of Decay, 1 Point to Dexterity, 1 Point to Stamina, 1 Skill Point, Access to Online Map Grim Mesa





The object of this game is simple. Navigate the maze, squish the frogs, and don't run into the kobolds.

Keep the map in the center of the screen so you can see the frogs and the kobolds.

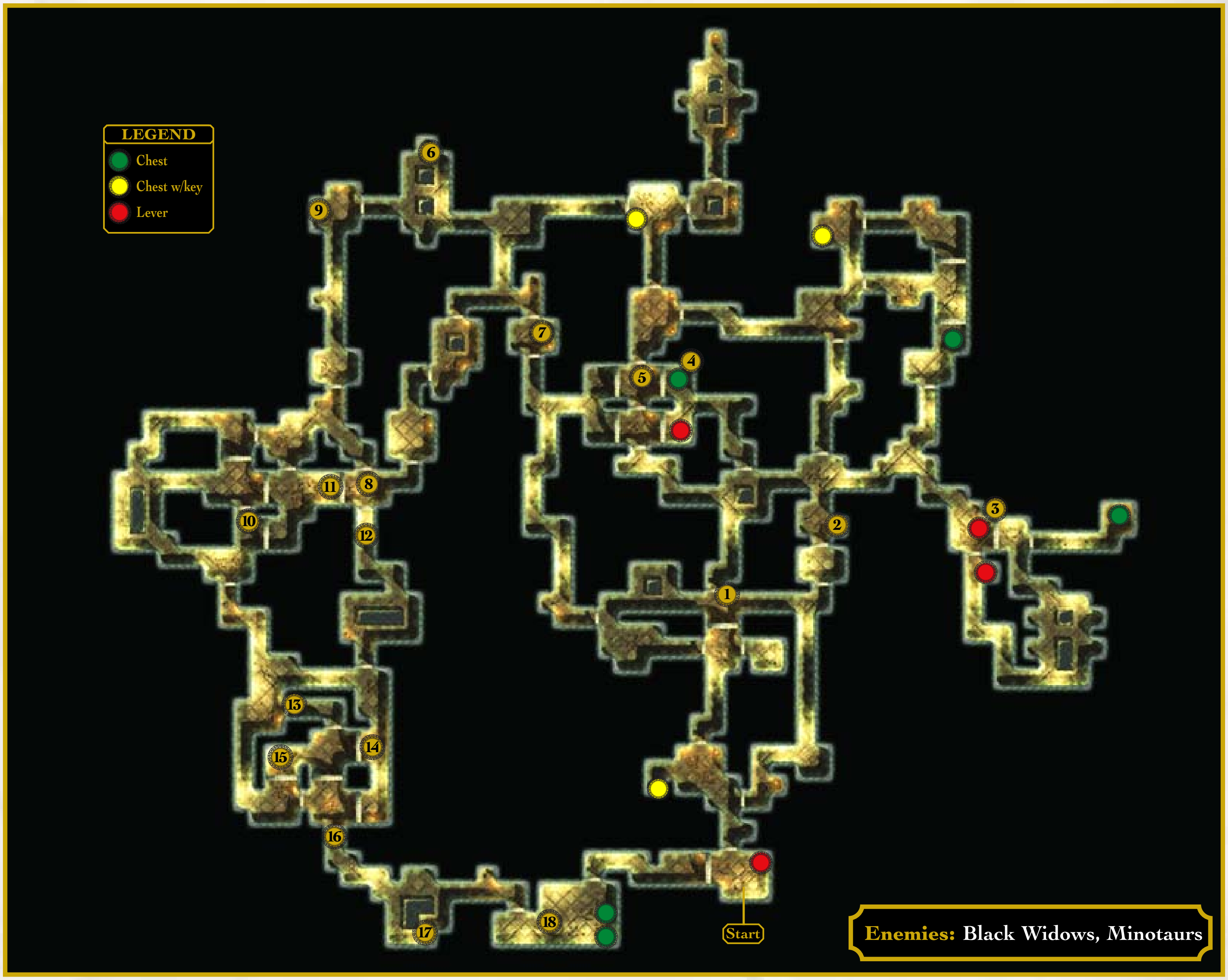


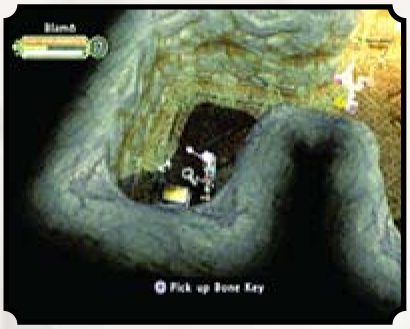
Run into a kobold and it's lights out for you. Too bad there are no power pellets around.

Squish all of the froggies and you'll unlock the bonus dungeon Crypts of Decay.

Bonus Level: Crypts of Decay

Navigate the labyrinth. Mind over matter.





The Crypts of Decay maze consists of levers and locked doors. To progress through the level you must figure out which levers control which doors. Open chests along the way to find keys. Keys open locked doors.



Pull the nearby lever to open the first door. Loot the chest in the next room and pick up the key. Open the locked door with the key.



The lever in this room opens two doors. Pull it and grab the treasure in the small room to the east. Return to the lever.



You can't get through this gate, but when you pull the lever, the door marked ① on the map opens. You need to pull the lever and race through that door before it closes.



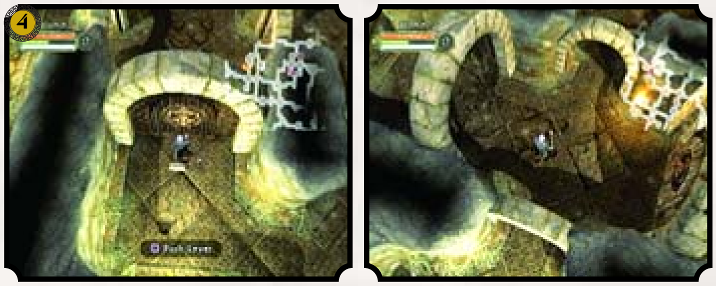
Black widows hinder your progress, and snagging a key from the chest just before the door also slows you down. Kill the spiders and grab the key. This causes you to miss the door. Continue past the door and take a right at the end. Walk a bit, pull the lever, and you're soon back where you started. The coast is now clear for a direct run to the door.



Once you make it through the door, head east to the area marked ② on the map. Pulling the lever shown here opens the door. Kill the black widows but don't let the door shut behind you. The object is to open the door, run in and grab the key from the chest, and make it back out before the door closes.



The lever pictured here opens both the outer and inner doors of the chamber. Once the widows are cleared out pull the lever and make a dash for the inner chamber door. The chest inside contains a key.



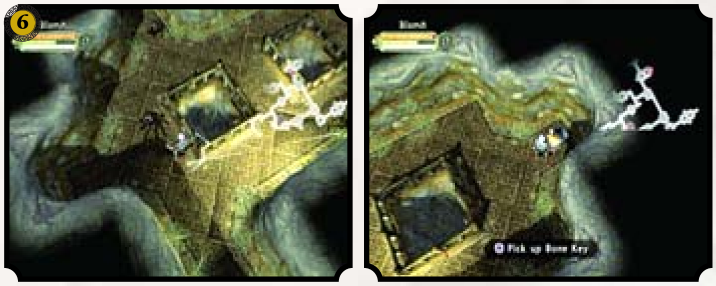
Use one of the keys you've picked up to unlock the door and proceed to the area marked ④. Grab the key from the chest and pull the lever. The door to the chamber next to you opens. Backtrack and run through that door before it closes.



Use two more keys to open the two doors here. Be careful; a minotaur awaits. Once the minotaur is defeated, use your last key to open the northern door.

NOTE

You can use your key to explore the northeastern area of the map, but it is totally optional. Another key, a minotaur, and a couple of chests await the intrepid.



The chest in this room contains another key. Kill the spiders and grab it.



Use the lever to open the door; run in, grab the key from the leftmost chest, and get back through the door before it shuts. Repeat if you want to grab the loot from the other chests.



Make your way to room 8 on the map. Pull this lever and move through the door. A minotaur awaits you.



Two chests, each with a key, are just begging to be looted from the northwest corner of the map. Grab them, then make your way back to the room where you just fought the minotaur.

NOTE

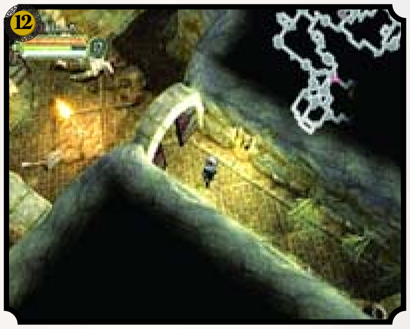
The next three steps need to be done as quickly as you can, before the door marked 12 closes.



The door here can be unlocked from either side. Pull the nearby lever, dash through the door you just unlocked, and make a U-turn through the broken gate.



Quickly pull this lever and continue through the opened door.



Run all the way around until you reach this point. The door closes behind you.



Unlock the door here.



Pushing both of these levers opens up the doors on the other side of the gates. Press them both and hurry through to the lever marked 15. Pull it, then rush all the way around and get through the door marked 16 before it cuts you off.



Look for the Bloodstone of Disease in this room. It may also be on the opposite side of the door 16 on the map. Use the lever to open the door, check the breakables, and get back through before the door closes.

18

Boss Battle: Krollen

Type	HP	AC	Damage	Attack	XP
Krollen	8	4	2	2	3



The minotaur Krollen is one tough adversary. Block his slash/shield-bash combo attack and return some damage. Whittle his health down enough and he'll lose his weapons. He reverts to a simple head butt to do you in. Block it and hit back.

When Krollen is destroyed, pick up the key he drops to access the portal back to the hub.

Plane of Valor

Medal Round: Endless Honor

Task: Survive as long as you can. Defeat eight warlords before you die to win this Champions' Medallion.

Enemies: Cyclopes, Scorpions, Orcs

Rewards: Champions' Medallion, Access to the Isle of Dishonor, 1 Point to Strength, 1 Point to Stamina, 2 Skill Points, Access to Online Map Orchards of Valor

The object is simple. Finish as many fights as you can. Eight fights will get you the Champions' Medallion.

TIP

There are no breaks between fights, so stock up on health and mana potions before you enter the arena.

NOTE

There are only two warlords and you must win eight fights; therefore, count on meeting each of them more than once.



Each warlord appears with two allies to add difficulty to the fight. Fortunately, the minions are low level and exist only to distract you from the warlord. Never turn your back on a warlord to defeat one of his allies.

NOTE

Minions will reappear as they are struck down. Ready a spell or attack that targets multiple enemies to deal with them quickly.



The cyclops warlord is a very slow opponent. Ranged fighters should have no problem staying out of harm's way while engaging in combat.





Melee fighters can get up close and easily block the cyclops's slow attacks. The safest strategy is to move to the cyclops's side and attack. He is defenseless and you will avoid all of his attacks.

TIP

Sticking to the cyclops's side will avoid both his frontal and, um, rear attacks.





The orc warlord appears with two low-level orc minions. They are faster than their leader, so lure them away from the warlord and take them out.

The orc has lower hit points than the cyclops, but what he lacks in defense he makes up for in offensive speed. Ranged fighters can outrun the warlord and cast from a distance.



Up close the orc warlord is a handful. His attacks are fast and he leaves only a small window for an effective counterattack. Slow and steady wins this match. Block his combinations and strike only when he gives you the opportunity.



After eight fights are won, it's on to the bonus level.

Bonus Level: The Isle of Dishonor

The outcast warriors who dwell here welcome any and all adventurers seeking an unfair fight.



Simply clear the level of the dark elves, find the Bloodstone of Valor and loot the chests scattered throughout the level.





The dark elves are competent fighters, and their casters have a lot of tricks up their sleeves. Take out the necromancers first, then deal with the soldiers.



Destroy the breakables until you locate the Bloodstone.



Once you've found the Bloodstone and gathered all the treasure you can handle, use the Portal to return to the hub.

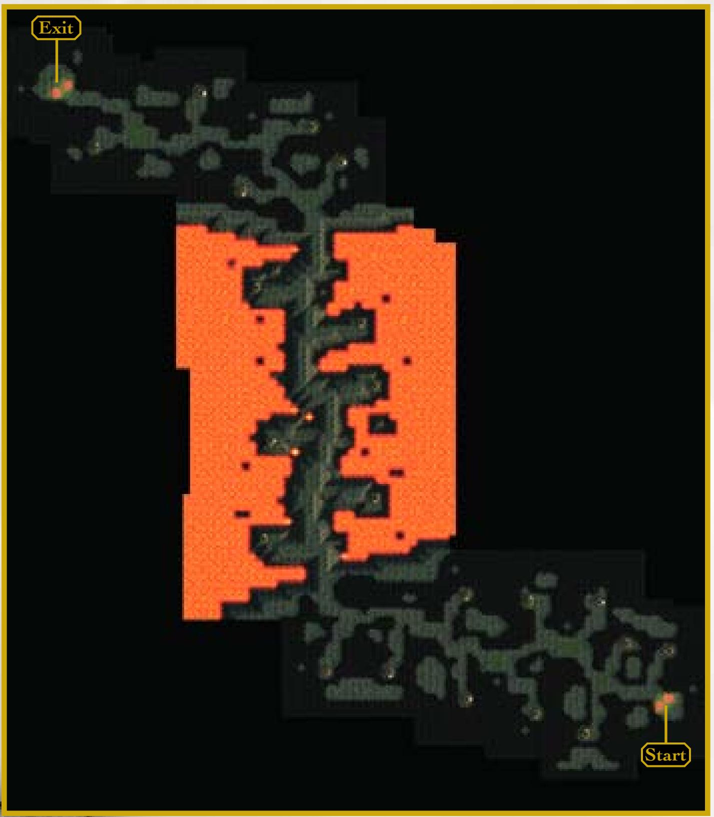
Plane of Fire

Medal Round: Gnome Escort

Task: Those kooky gnomes are at it again! Ensure that at least one gnomish emissary reaches his destination in order to receive the Champions' Medallion. They insist on traveling together.

Enemies: Fire Goblins, Fire Beetles, Scorpions

Rewards: Champions' Medallion, Access to Torment's Furnace, 1 Point to Intelligence, 1 Point to Dexterity, 2 Skill Points, Access to Online Map Fire Island





You begin the map with six gnomes by your side. Get one to the destination and you've earned the Champions' Medallion.

NOTE

Don't move too far from the gnomes or they won't proceed. Stick close to make progress.

TIP

Don't stray off the main path. There is nothing of interest and you'll leave the gnomes vulnerable to attack.



It's best to utilize both ranged and melee combat abilities throughout the level. That way, you can target enemies from a distance while still sticking close to the gnomes.

Get one to his destination and you've earned the Champions' Medallion and access to the bonus level Torment's Furnace.



Bonus Level: Torment's Furnace

One last trip into the fiery inferno.



You must accomplish two objectives in this bonus level. First, find the Bloodstone of Fire. Second, kill both fire demons to gain access to the twisted key.



The fire demons are tormentors with a lot more hit points. Use the same strategy you've used against the weaker tormentors in the past. Block their long combos until they perform a two-handed, overhead smash, then let them have it.



Once the demons are toast, the barrier surrounding the twisted key dissipates. Grab the key; it is an integral piece of the optional Bloodvine quest.



NOTE

See the next chapter for information on the optional quests.



Grab the Bloodstone of Fire from one of the breakable urns and take the Portal back to the hub.

Plane of Storms

Medal Round: Kobold Onslaught

Task: Defend the three standard supply carts from eight waves of attackers to receive the Champions' Medallion. You are provided with exploding potions to complete this task. Beware; it takes only two kobolds to ignite a cart.

Enemies: Kobolds

Rewards: Champions' Medallion, Access to Frozen Wind Bunker, 2 Points to Dexterity, 1 Point to Intelligence, 2 Skill Points, Access to Online Map Thunder Glacier



Make sure you can see all three carts at all times. The kobolds love to approach from the outskirts of the map, and you won't see them if you are positioned in the front of the fort.

TIP

Hold down ✕ to continuously lob potions.



Large kobolds appear in wave three. They take several hits to bring down, so clear them out quickly.

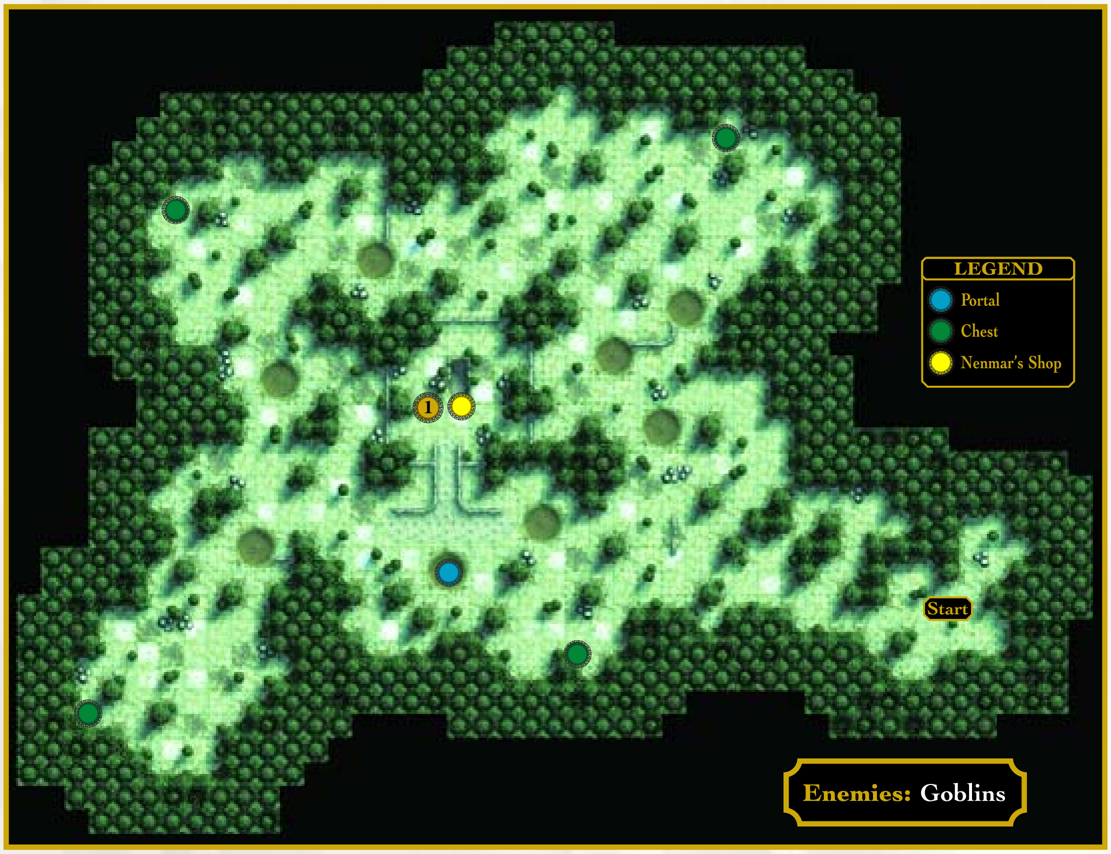


The final few waves are tough. Quickly alternate your fire from one side of the fort to the other to stop the kobolds' simultaneous attacks on the outside carts.



Bonus Level: Frozen Wind Bunker

Traverse through the forest to find a helpful resident.







A small outpost is under attack. Aid the defenders by wiping out the goblins.



Find the Bloodstone of Storms before leaving the level.



Nenmar's shop gives you a chance to sell unneeded equipment, stock up on potions, and buy high-quality weapons, armor, and jewelry.

NOTE

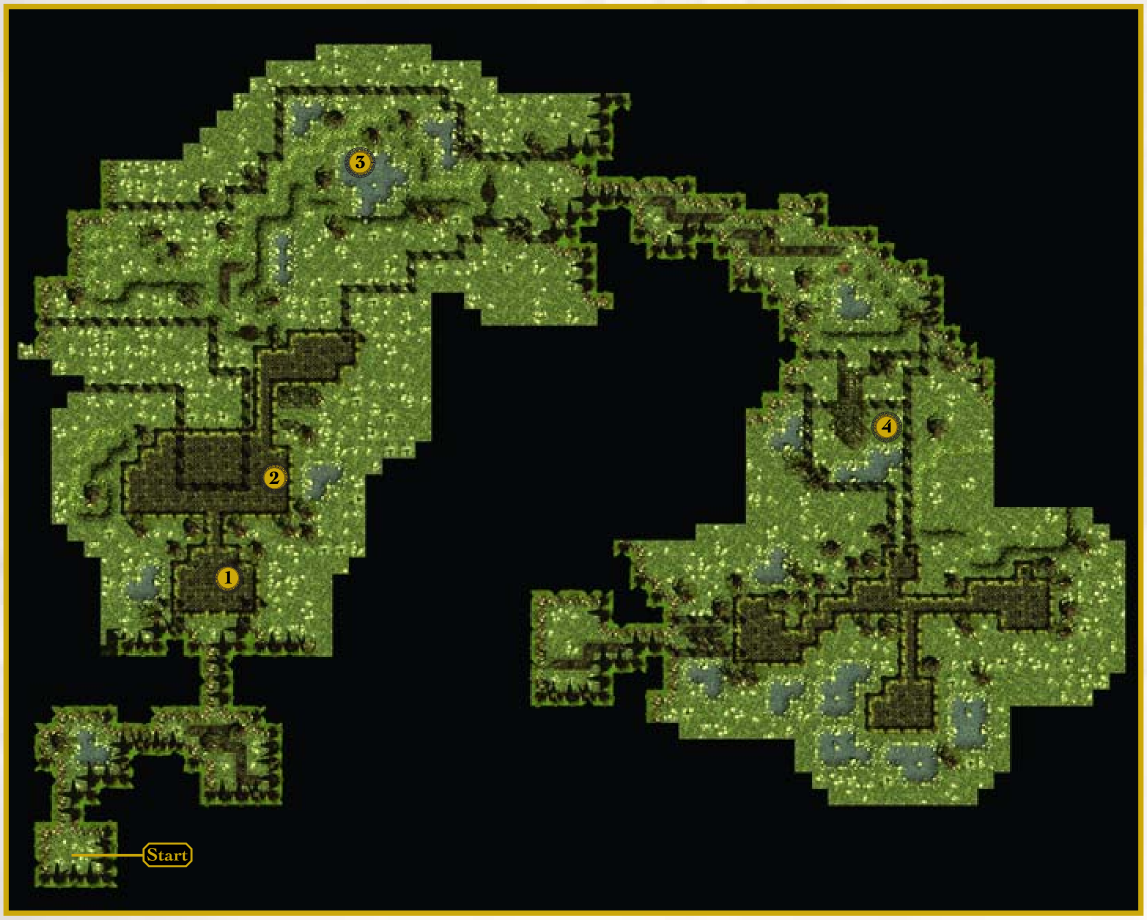
There is no specific reward for helping the defenders. Destroy the goblins for experience and loot, grab the Bloodstone, and return to the hub.

NOTE

Faydark Forest and Kelethin in Norrath offer no Champions' Medallion, bonus level, or online map. However, the Bloodstone of Faydark is found in the Unexplored Tomb within Kelethin.

Plane of Nightmares

Medal Round: Death's Countdown



Task: Destroy as many enemies as possible in this all-out slugfest. Defeating 75 monsters within the allotted time earns you the Champions' Medallion.

Enemies: Gnaws, Creeps, Vampires, Gremlins, Minotaurs

Rewards: Champions' Medallion, Access to Frozen Wind Bunker, 2 Points to Dexterity, 1 Point to Intelligence, 2 Skill Points, Access to Online Map Thunder Glacier

This medallion level is a race against time. You have four minutes to race through the map and kill 75 monsters. The mix of monsters requires you to balance ranged and melee combat. Make sure you have an adequate number of potions in your inventory and that you've readied your best offensive spells before beginning.



Several creeps are waiting for you in the area marked with a 1 on the map. Walking into these quick-attacking creatures can be like walking into a blender. Area-of-effect attacks or attacks that damage multiple targets are a good choice here.



You meet your first minotaur in the area marked (2) on the map. A gremlin pelts you with arrows as you engage the horned beast. Draw the minotaur back around the fence so the gremlin loses his line of sight.

> **NOTE**
>
> If you don't have an efficient way to deal with minotaurs and archers simultaneously, you'll have a hard time beating this challenge.



The area marked (3) is extremely difficult. You face two minotaurs and several gremlins all at once.

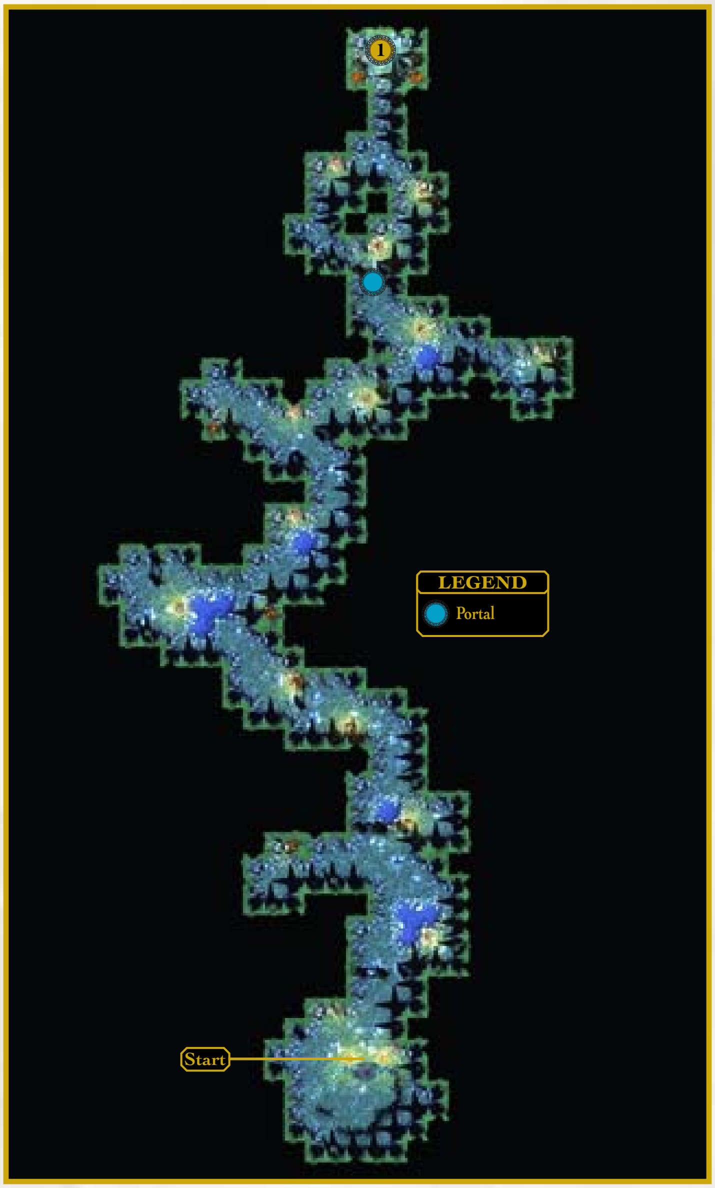
If you've destroyed all of the creatures thus far, you'll encounter your 75th when you reach the area of the map marked with a (4).



Bonus Level: Bloodstone Passage

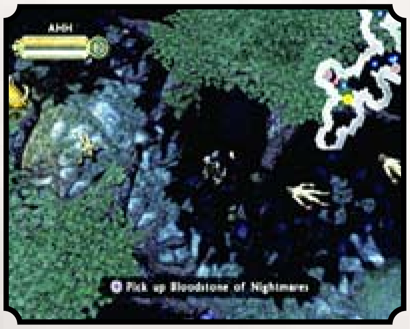
Only a true champion can make it through this passage.

Enemies: Kobolds, Gremlins, Creeps





The Bloodstone Passage is chock-full of kobolds, creeps, and gremlins, all of which you've encountered before. They are weak individually, but in groups they can be deadly. You'll need a ranged attack to deal with them and plenty of potions to make you forget about the scores of arrows stuck in your chest.



The Bloodstone of Nightmares is on the ground, usually within the trees as you approach the Portal. Use your camera to pan around the treetops so you don't miss it.

The entrance to A Twisted Nightmare is marked with a (1) on your map. You can enter only if you've collected all 11 Bloodstones from the bonus levels of each plane. See the Optional Quests chapter for a complete breakdown of the Bloodstone locations.



Bonus Level: A Twisted Nightmare

Test your battle skills versus a series of very tough bosses that you might recognize from the original game.

NOTE

If you need to stock up on potions or purchase equipment, do so before you enter the door. Once you enter, the first battle begins immediately. There are only two ways to exit the arena once you enter: by defeating all of the bosses, or by dying. So shop accordingly; you're in for some long, tough fights.

Boss Battle: Spider Queen

Type	HP	AC	Damage	Attack	XP
Spider Queen	68	1.4	4	4.2	10.5

TIP

Quickly equip any items that add to your poison resistance.

Boss Battle: Spider Queen (cont'd)



The spider queen doesn't take kindly to ranged attackers. She attempts to pull you close with her web.

If she succeeds, she holds you close and bites at you. Block the bite attack and strike back. It is very tough to escape her grasp once she has you. It's better to stick close and fight it out than attempt to run and get hit in the back.



The next fight does not start automatically. Move close to the cave exit and select "Continue with Twisted Nightmare."

Boss Battle: Mummy Sorcerer

Type	HP	AC	Damage	Attack	XP
Mummy Sorcerer	34	1.4	2.5	4.2	10.5

TIP

Equip a mix of items that gives you the best resistance to disease, fire, and poison.



The mummy sorcerer relies on summoned minions to defend him. Although they are resummoned once destroyed, the minions are weak and easily defeated. Take any opportunity to strike at the sorcerer.

Up close, the sorcerer leaves himself open to attack too often. Block his infrequent swings and hack away quickly.



Boss Battle: Arena Beast

Type	HP	AC	Damage	Attack	XP
Arena Beast	60	2.4	2	4.2	10.5



The arena beast is large but slow. Pick your best ranged attack and run around the arena. When you're out of range of its long neck, aim and fire away.



The beast can trample you if you get too close, so melee fighters find themselves on their backs quite often.

Boss Battle: Rallos Zek

Type	HP	AC	Damage	Attack	XP
Rallos Zek	30	6	7	4	18



Rallos Zek is tough. He boasts an extremely high armor class, which reduces your damage and causes you to miss more often. His damage is also devastating. Get caught by his blade and the Twisted Nightmare will be a recurring one!



His attacks are slow and he is slow. Take advantage of this by running circles around him and letting loose your best ranged attacks.



When Rallos Zek drives his sword into the ground, immediately bring up your guard. If you don't, you'll be thrown to the ground. He is vulnerable while he removes his sword, so act accordingly.

Boss Battle: Rallos Zek (cont'd)



Up close you can block his attacks and attempts to trample you. Strike quickly after you block his big swing.

Boss Battle: Innoruuk

Type	HP	AC	Damage	Attack	XP
Innoruuk	60	2.4	4	4.2	10.5

TIP

Equip your magic resistance items before taking on Innoruuk.



Innoruuk is your final adversary, so hold nothing back. Dodge his ranged magic attack as best as you can. Blocking it negates the knockdown effect, but you'll still take considerable damage over time. Hit him from afar whenever possible.



Up close you'll have a hard time. His quick attacks are difficult to predict, and if you get caught off guard, the penalty is considerable.



Once Innoruuk is dead, the nightmare is over. Visit the Plane of Valor to claim your prize.

OPTIONAL QUESTS

Three optional quests yield substantial rewards if completed.

The Bloodvine Quest

Completing the Bloodvine quest gives you the ability to wear a second earring.



When you visit Gnome's Island within Norrath (The Pit of Ill Omen), Babik asks you to save his fellow gnomes, who are being attacked by sea creatures. Save all eight gnomes and he'll take you to Gothic Castle. The castle holds a Bloodvine; however, you can't collect it yet.



Complete the medal round within the Plane of Torment and you'll gain access to the bonus level Hell's Cells. Within Hell's Cells you meet Sylea. However, you need to find a key to unlock her cell.



Complete the medal round within the Plane of Fire to gain access to the bonus level Torment's Furnace. Kill both fiery protectors in Torment's Furnace and retrieve the twisted key from its resting place. Revisit Sylea and she asks for the Bloodvine. Go back to Gothic Castle and retrieve the Bloodvine. Return to Sylea and she'll pierce your ear.





NOTE

Make sure you collect the Bloodstone of Isles while you are in the Gothic Castle. It is an integral piece in the other two optional quests.



Bloodstone Quest

To complete this quest, you must collect a Bloodstone from every plane, 11 total. Nine of the 11 are found in the bonus levels. To access the plane's bonus level, you first need to complete the medal round.

> **NOTE**
>
> See the Medal Rounds and Bonus Levels chapter for walkthroughs of each round and level.

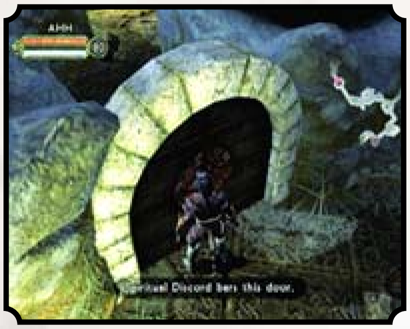
The final two Bloodstones can be found within optional dungeons on Norrath, in The Pit of Ill Omen and in Faydark.



To collect the Bloodstone of Isles, wipe out the vampires within the Gothic Castle. Destroy the vampires until the Bloodstone is dropped.

Getting the Bloodstone of Faydark is a bit more difficult. First, find the archaeologist's shovel within Norrath (Faydark). Good characters will find it within the orc caves. Evil characters will find it within Kelethin.





The archaeologist's shovel is used to access the Unexplored Tomb within Faydark Forest. However, a sealed door prohibits entry to the recesses of the tomb.



Find The Words of Spiritual Harmony scroll within the Plane of Nightmares. It is dropped by a random monster. Take the scroll back to the sealed door within the Unexplored Tomb and the door opens.

> **NOTE**
>
> The Bloodstone of Faydark is in a random spot behind the sealed door within the Unexplored Tomb.

Once you have gathered all 11 Bloodstones, you can enter the second Plane of Nightmare bonus level, A Twisted Nightmare. There you face off against several bosses, including Innoruuk himself.



Sword in the Stone Quest



Once you have completed the Bloodstone quest, meaning you have defeated all of the bosses within A Twisted Nightmare, return to the Plane of Valor and remove the sword from the stone.